

Romaine Decker

WHEN
JOLLY
PEOPLE
MEET

Evelyn Hoxie

THE WILLIS N. BUGBEE CO.
SYRACUSE, N. Y.

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By

EVELYN HOXIE

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CONTENTS

I. PARTIES AND ANNIVERSARIES

Animal Party Plan, An.....	37
Announcement Party, No. 1.....	46
Announcement Party, No. 2.....	48
Carnival Social, A.....	43
Christmas Party, A.....	31
Colonial Tea Party.....	14
Corn Roasting Party.....	29
Few Party Suggestions, A.....	42
Golden Wedding Anniversary.....	57
Jolly Hallowe'en, A.....	24
Jolly Joker Party.....	19
Linen Shower, A.....	53
Lingerie Shower, A.....	53
Money Shower, A.....	54
New Year Party, A.....	7
Pickaninny Pastime Party, A.....	39
Rosebush Shower, A.....	52
Showers for the Bride.....	51
Showers for the Bride-to-Be.....	49
St. Patrick's Day Party.....	16
Valentine Party.....	11
Wedding Anniversaries.....	55

II. GAMES AND STUNTS

Acting Proverbs.....	83
Alliterative Twisters.....	77
Animal Contest.....	81
Apple Stunt.....	66
At the Doctor's.....	75
Bag Toss.....	63
Basketball Contest.....	63
Bean Game, The.....	66
Boots Without Shoes.....	81
Catching the Butterfly.....	70
Catching the Sack.....	68
Clever Idea, A.....	80
Clues	76
Conundrums and Riddles.....	100
Crossing the Delaware.....	65
Cross Questions and Crooked Answers.....	78
Cutest Contest, The.....	84
Dissected Songs.....	85
Do You Know Mag?.....	82
Doodle Bug Race.....	72
Fake Concert, A.....	99
Feeding Stray Pigs.....	69
Ferguson's Wives.....	67
Finnigins and Flannagans, The.....	90
Freak Show, The.....	89
Freeing the Slaves.....	73
Glass of Water Stunt.....	69
Going to Jerusalem.....	69
Hasty Honeymoons.....	87

Howdy Bill.....	86
I Hear Your Ship Is Sailing.....	74
Judging	101
Kisses for Everyone.....	64
Laughing Game.....	64
Left-Handed People.....	87
Mary's Easter Hat.....	70
Mental Tests.....	92
Nickels and Dimes.....	77
Noah's Ark.....	76
Nose and Toe Tag.....	71
Nose Game.....	64
Nursery Party.....	89
Odd or Even.....	74
Overhead Bean Game.....	63
Pickaninny Pickle, A.....	71
Picture Contest.....	79
Questionnaire for Men.....	97
Questionnaire for Women.....	98
Solemn Occasion.....	78
Steady Hands Contest.....	72
Stealin' Chickens.....	79
That Reminds Me.....	88
Unfinished Quotations.....	95
Untangling the Web.....	65
Walking a Cedar Swamp.....	68
Watermelon Roll.....	73
White Feather Game, The.....	66
Who's Your Aunty?.....	84

PARTIES AND ANNIVERSARIES

New Year's Party

Invitations

(Date)

(Place)

On New Year's eve, come out to our house,
We're going to have a party, you know,
In honor of the little New Year,
And we'll watch the old year go.

(Name of hostess.)

Decorations and Favors

Decorations for the house may be of red and white crepe paper, with the figures of the new year, large and red, spaced upon the white background. These figures should be in a very conspicuous place upon the wall, and should have long streamers of red and white festooned from them. They serve as the central point of the decorations.

Little favors of red and white are numbered and given the guests upon their arrival, by the hostess. The boys draw from one package, and the girls from another. Partners have corresponding numbers.

Handshaking Stunt

A good way to start the evening's activities is to have a general handshaking and greeting stunt.

The leaders are stationed at each end of the room, and at a given signal from their whistles the handshaking begins. Everybody rises and shakes hands with everybody else, and wishes them a "Happy New Year." After three or five minutes of this the whistle sounds,

and anybody who isn't shaking hands at that time, or who is shaking hands and forgets the greeting, has to pay a forfeit. These are given by the leaders, in turn, and may include any stunt from dancing the Charleston to reciting a poem or telling a riddle.

Resolutions

The guests are seated around the room and each one is given a pencil and paper upon which his or her name must be written at the top of the sheet and then folded down so that the name is completely hidden. Then everyone exchanges papers with everyone else, and a New Year's resolution is written at the top of the paper, then folded down, as before. Papers are exchanged again, and more resolutions are written, folding the paper down every time. As many may be written as desired.

When these are all written the names are unfolded at the top, and each one given his own name, whereupon he reads aloud the resolutions that are written upon his paper.

These may be very funny, as, "I resolve not to toe in this next year"; "I resolve to stop flirting, at least not to have more than six sweethearts at the same time"; "I resolve to stop chewing tobacco"; "I resolve to wear better clothes"; "I resolve to save my money"; and so on down.

Stunt Contest

Two leaders are selected and they choose sides, drawing lots to see who has first choice.

The two teams are lined up on each side of the room and a few minutes are allowed on each side to take stock of their resources.

They draw lots to see which side shall begin first. The leader of the side which isn't to begin counts very slowly: "One, Two, Three," and if someone on the other side hasn't started to give a stunt by the time that ten is reached, it counts ten points for the counting side. However, if someone begins some stunt, the

counting is stopped and no points gained. After that stunt is given the other side begins counting as before, and each side takes turns.

The stunts include every possible entertainment, from an athletic stunt to singing a solo, performing a fancy dance, reciting a piece, telling a funny story, and so on. After a given length of time the side having the most points is declared the winner.

Group singing is very good for a New Year's party, and in fact for any party. It is always enjoyed very much by everybody, and too much cannot be said in its favor for a change in the evening's program.

Initial Stunts

Each guest is given a sheet of paper and a pencil and instructed to write his or her initials upon the paper. Papers are then collected, mixed up and then passed around again by the hostess. Guests are asked to think of some ridiculous stunt, the words of which begin with the initials on the paper. When this is done the papers are then collected and passed around again by the hostess, to those whose initials are at the top of the paper.

Thus Marion Staples may be ordered to "Make Signs." Samuel Green may be told to "Smile gleefully." Dick White, who is shy, may be told to do the "Duck Waddle," greatly to the amusement of the crowd. George Gray is ordered to "Grin gracefully." If anyone's initials fail to fit any sort of stunt, he or she is made to pay a forfeit of double degree,—that is to say, two forfeits.

Pie Tin Race

The pie tin race is done in this way: the contestants hurry from a given point, cross the room, and back again, and try to balance a pie tin on their heads.

When the stunt is performed, it counts ten points for the side to whom the contestant belongs. Each side takes turns in sending a contestant, and the side who wins the most points is the winning side.

The team who wins the most games during the evening is declared the winning team, and dainty little prizes are given by the hostess to the winners. Consolation prizes may also be given the losing side.

Pantomime—The Old and the New

Curtain off a few feet of the living room, at one end, with sheets. Have someone dressed to represent the old year. He appears as a gaunt old man, clad in black clothes too large for his shrunken figure, with long white hair and beard. With the aid of grease paint, his face can be made to look very emaciated. He walks with a cane, and a few second before the clock strikes twelve the lights are turned off.

A green tableaux light gives the right lighting effect. The Old Year stands facing the company, the number of the year printed on a white placard in black appears on his breast.

He makes a despairing gesture with his hand on his forehead, as the clock begins to strike; then totters across the floor, leaning on his cane, and disappears behind a curtain as the last stroke sounds, making a gesture of farewell to the assembled company.

From the opposite side a youthful figure glides to the center of the tableaux space. He is dressed in white, with white and pink sashes of crepe paper tied over the shoulder, and the number of the new year in black figures on his breast and a crown of gold paper on his head. A child of ten or twelve years can take this part nicely.

The little New Year looks smilingly around at the assembled company, then makes a gesture of greeting, and keeps his poise until the light burns down, when the curtains are drawn and the lights turned on.

Refreshments

At a signal from the hostess, partners find each other, and march to the dining room where refreshments are served. The dining table is gay with red and white decorations, with artificial flowers and

fringes and streamers festooned above the table, making a pretty effect. A hot clam chowder is served with sandwiches and saltines, followed by fancy cakes and coffee. These individual cakes are iced in any light color, preferably white or yellow, and while the icing is soft the figures of the new year are placed on each cake by means of small red candies pressed into the icing. They make a very attractive looking dessert, and add much to the daintiness of the dining table when served on little fancy plates, one at each corner of the table.

A pretty plant makes a nice centerpiece, the container covered with crepe paper.

Narrow red streamers from this centerpiece may be fastened to New Year cards and used as place cards.

Valentine Party

Invitations

Invitations for the valentine party may be decorated with hearts and cupids, drawn or pasted at the top of the paper on which they are written.

(Date)

(Place)

Please come to our party,

February 14th is the date,

A Valentine party, you know.

Please come at the hour of eight.

(Name of hostess.)

Decorations

The house should be decorated with streamers of red and white crepe paper. Large red hearts cut from crepe paper are suspended from the ceiling and placed in the windows.

Choosing Partners

Comic valentines are numbered, one set for the men and another for the girls. These are cut up into at least ten parts, and all mixed together in a basket or box.

When the guests arrive, each one draws a number from a box which the hostess passes around, and then when everybody has a number, the box of comic valentines is searched by the guests and when he or she finds a number that corresponds with the number drawn the contest begins. The one who finds the different parts to his valentine puzzle and places them together first wins the game. Those having the same numbers are partners for the evening's program.

Two captains are chosen, then they choose sides for the games and contests to be played.

Hitting the Target

A large red paper heart is placed on a board against the wall and used for a target. The players are ranged in two lines on each side of the room.

A very small dart is used with which to hit the target, and each side sends a contestant alternately to throw the dart. Three trials are given each contestant. If he succeeds in hitting the center of the heart it counts ten for his side. The team who wins the given score in the contest is declared the winner. The losing side must pay forfeits, each contestant performing some stunt which the captain of the winning side gives him or her to do.

Mending a Broken Heart

A large red heart with a quarter section cut from the upper right side, is fastened on the wall. The player is blindfolded and turned around twice, then given the missing part of the heart to pin in place.

Tally is kept on the contestants in this game, and the side who succeeds in pinning the missing part in place, or nearest the place, the greatest number of times, is the winner of the game.

Verse Contest

Each guest is provided with paper and pencil and asked to write a four-line valentine verse. Ten minutes is given for this, and when the time is up each is asked to read aloud his or her verse. Anyone who has failed to write something must pay a forfeit. Two judges are chosen by the hostess to decide which is the best verse. The side which has the best number of verses is declared the winner of the contest, and pretty little souvenir prizes should be given by the hostess.

Comic Valentine Pass

The guests are seated around the room in a circle. Each one is given a comic valentine with a number on the back of it. No one is supposed to look at his or her valentine until the signal is given. The piano or victrola is played, and the valentines are handed around the circle.

The music stops suddenly and the hostess calls out a number. The one with that number reads his or her comic valentine aloud, and then steps out of the circle. The music starts again and the figure is repeated until each one has read his or her valentine aloud. Some of the comic valentines are very funny, and the reading aloud is the signal for much merriment.

Valentine Parade

Each one dresses to represent the character in some comic valentine. They parade in single file before two judges chosen by the hostess. The judges select the one who best represents the character he has chosen in both costume and manner. A prize is given the winner of the "Valentine Parade."

Valentine Twist

The guests form on the floor in two lines,—ladies on the right and gentlemen on the left. It is played to the accompaniment of quick music. The couple at the head swing together, and always left arm to your partner. After swinging together, the girl swings

with the next man in line, and the man swings with the next girl in line, and then the couple swing together. Then with the next couple, and the figure is repeated until the couple who first started reach the foot of the line and take their places there. After the head couple is well down the line the next couple starts, and the figure is repeated.

Refreshments

Refreshments for the party may consist of fancy cakes and ice cream. The cakes should be iced in white, with pink hearts on them, made by pressing little fancy candies into the icing while it is soft. These little cakes should contain a ring, a thimble, a key and a nickel. The one who finds the ring will be soon wed; the thimble means single life; the key, a long journey; and the nickel, much wealth.

Colonial Tea Party

(Especially good for women's clubs)

Invitations

The invitations should read something like this, and should be written upon plain white paper or cards.

(Date)

(Place)

Please come to our Tea Party,

Like one in Colonial days.

We'll dress as the ladies did then,

And talk of Colonial ways.

(Name of hostess.)

Decorations, Etc.

The living room should be made to look as much like the Colonial period as possible, with pieces of silver or pewter, ornamental candlesticks and old-fashioned furniture.

The hostess meets her guests, dressed in the costume of the Colonial period, with hair dressed high and powdered; wearing low shoes with buckles, long, full skirts and tight bodice, long ear-rings, and necklace.

The afternoon may be spent in social converse, knitting, doing fancy work, or a short program relating to Colonial days may be given.

Daguerreotypes or curios dating back to Colonial days form a good background for an interesting discussion.

"The Declaration of Independence" or other papers on that period may be read. Anecdotes of that time may be told by each of the guests.

The Table

The dining table is set with white cloth and napkins, with a candlestick at each corner.

Place cards have written below the name sayings of Washington, which are read aloud by the guests as soon as all are seated.

The supper consists of baked beans, brown bread and Indian pudding supposed to have been baked in a brick oven. This is served with pickles, white bread and jam, apple pie, sugar cookies and tea.

A fireplace, in which a fire is burning, is very effective. After supper group singing of songs of the Colonial period are always in order.



St. Patrick's Day Party

(March 17)

Invitations

Invitations can be written on green paper, or else have green paper cut in the form of a shamrock and pasted at the top of the note paper.

The following verse or something similar is good to use for invitations:

Please come to our house on March seventeen;
We'll honor St. Patrick by wearing the green.
A jolly good time we'll have all together,
Be sure and come and don't mind the weather.

The rooms can be made very attractive by the use of green crepe paper streamers and bouquets of paper shamrocks. Favors of shamrocks can be made from paper or bits of green silk, and are provided for each guest upon his arrival.

Shamrock Hunt

A shamrock hunt is a good way to begin the evening's festivities. Before the arrival of the guests hide tiny shamrocks in every available place,—on the shelves, in the vases, in books, under the corners of rugs, behind doors, under sofa pillows and table runners.

Allow fifteen minutes for the hunt, and when the time is up the shamrocks are counted. The one having the most is the winner, and is given a prize. A consolation prize may be given the one having the least number of shamrocks.

Word Contest

Provide the guests with paper and pencils and see who can form the greatest number of words in ten minutes from the name "St. Patrick."

The prize for the winner of the game should be something appropriate for St. Patrick's day, such as a green paper weight or book mark.

Potato Race

Place potatoes on the floor in a line, twelve in a row. The players pick these up in the left hand and carry them one at a time to the other end of the room, and place them in a pyramid-shaped pile. The players should be divided into two teams, on corresponding sides of the room.

Each team sends out a contestant, and the two race together. The player who wins the race secures one hundred points for his side. Everyone plays in turn, and the side getting the most points wins the game. The winners are given pretty souvenir prizes.

Blarney

Two captains are chosen, who sit at opposite ends of the room facing each other. The guests march in single file, first a lady, and then a gentleman, past each captain. Each pauses a second to contribute his or her "bit of blarney" to the one who is seated. The most extravagant compliments in the most flowery language are said by each in turn, as they march by. The captains must maintain the utmost gravity under the barrage of flattery received. They must not show even a glimmer of amusement. The one who can manage to retain complete composure under the shower of compliments received is proclaimed the winner, and is given a "Blarney Stone" for a prize, which may be a pretty shaped pebble decorated for a paper weight.

Helping Pat to Find His Hat

This is something like the donkey game, and will always create lots of fun.

Have a large picture drawn of a jolly Irishman with a broad grin on his face. Fasten this picture to the wall, at a convenient height from the floor. Blind-fold the players one at a time, turn them around twice, and then ask them to place a paper hat upon Pat's head, and pin it in place.

Those who succeed in pinning the hat in place are the winners. The contestants take turns, alternating from the opposing sides. A prize is given the winners.

Rolling the Cover

Two captains are chosen and the two teams are lined up on opposite sides of the room. One of the captains starts the game by rolling a new tin cover, with shamrocks pasted on it. A name is called, and that person shouts "St. Patrick" and tries to catch the cover before it falls. If he catches the cover properly, but fails to say "St. Patrick" it counts nothing for his side. If he catches the cover and says "St. Patrick" it counts ten for his side. The side is the winner who reaches a given score first. Those failing to catch the cover are required to pay forfeits. Forfeits may be to tell an Irish story, sing an Irish song, or perform any stunt like dancing an Irish jig, or composing a rhyme containing the name "St. Patrick."

Shamrock Race

Strew an equal number of paper shamrocks, cut very small, in two lines across the floor, as far apart as you can conveniently have them. The contestants are required to pick these up with the left hand and pass them to the right hand, where they are dropped into a bag carried at the right side. Those who win are given some pretty trifle as a souvenir of the party.

The Table and Refreshments

Match partners for lunch or supper by means of menu cards which are decorated with Irish flags or shamrocks pasted on in different designs.

The gentlemen draw from one package and the girls from another. Those holding cards with the same design are partners.

Murphy Salad means potato salad, and it may be garnished in any way preferred. Shillalahs mean doughnuts, cut in the shape of clubs, and "St. Patrick's Own Cake" means a large cake frosted with white and

decorated with shamrocks made from green icing. This can be easily done with an icing tube.

Hot bacon sandwiches are very nice. Salted nuts, fruit punch colored a light green in honor of the occasion can be served, also hot coffee. This makes a very dainty lunch.

Bands of green across the table and sideboard are very effective. Shamrocks may be cut from green crepe paper and used as centerpieces, while smaller ones are used around the edge of the table in a decorative design.

After lunch, the group singing of Irish songs is always enjoyed by all present.

Jolly Joker Party

(For April First)

Invitations

Thus runs the invitation,—

Come and join with laughter hearty
In a JOLLY JOKER PARTY,
At my home next.....day eve, at eight.
There'll be pranks and mirth and folly;
That's what makes a party jolly,
So remember April First, the date.

(Signed.)

If a children's afternoon party, have it read,—

Come and join with laughter hearty
In a JOLLY JOKER PARTY
At my home next.....day afternoon.
There'll be pranks and mirth and folly,
That's what makes a party jolly—
April First, at.....o'clock. 'Twill be here soon.

(Signed.)

These invitations might be written on large sheets of foolscap paper, and sent in large manila envelopes.

Or they may be done in red ink on little cardboard fools' caps ornamented with red feathers, or tassels, and sent in small boxes.

When the guests arrive the door is opened by unseen hands, and they are confronted by a sign which reads:

HA! HA!
NOBODY HOME
BUT YOU CAN COME IN AND WAIT

Then a funny clownish person appears, walking backwards, with a sign hung on his back, reading:

FOLLOW ME

They do so and are led by a roundabout way to the room where a clothes line is drawn from side to side, decorated with clothespins with which they are to hang up their wraps, according to another sign:

HANG HATS AND COATS HERE

They then follow the jester downstairs and find the hostess waiting, but strangely enough, with her back turned toward them apparently absorbed in a book. Interrupted, she turns and gives them a queer sort of greeting,

"Bad evening!

Hate to see you.

Hope all your folks are ill.

The rooms are queerly arranged with chairs and pictures turned toward the wall, grim false faces and grinning ones, appearing in unexpected places; "PAINT" and "POISON" signs here and there, and other unexpected contrivances that will bring a laugh.

Poor Fish!

Since April Fool's day is a time for being "caught" a fish game is appropriate for a starter. Have players in a circle, with one in the center calling out the names of fish. As a fish is called all players make a swimming motion with their hands, but if the name of a bird or animal is called, the hands are kept perfectly still; anyone caught moving hands is a "poor fish" and has to pay a forfeit.

The following names of fish are given, bass, weak-fish, cod, mackerel, bluefish, salmon, porgie, sunfish, butterfish, shad, herring, sea horse, flounder, catfish, minnow, sardine, carp, bonita, shark, whale.

Feel Foolish

Everybody writes on a slip of paper something foolish to do. These papers are folded, collected, then passed around in a hat. Each player picks a slip from the hat and must do the thing that is written on his slip. For instance somebody might write:

Imitate a talking doll.

Or, Act like a hand-organ monkey.

Or, Make a noise like a steam calliope.

If the player draws his own slip, the joke is on him, and he must act what he has written.

Grin Toss

Players are seated in a circle; one who is "It" in the center grins a regular "chessy cat" grin, then passes his hand over his face and throws the grin to somebody else, straightening his own face as he does so. The person receiving the grin throws it to someone else, and so on. Each time the grin is thrown it must be wiped completely from the thrower's face or he has to pay a forfeit. So does anyone caught grinning before he has properly received a grin (thrown to him).

Scrapes and Escapes

Everyone writes a confession of some trouble he has been in. The paper is then folded over so that the confession is inside, and is passed to the person to the right, who has likewise passed on his slip. Then each one writes below the fold of the paper he holds a way out of the trouble. The papers are then collected and read aloud. For instance Mollie Moore writes,

"I went to a barber to get my hair bobbed; somebody cried 'Fire!' The barber ran off leaving me with only one-half of my head done."

Billy Bell (on her right), thinking of a way out of an entirely different scrape, writes:

"So I turned on the hose and washed the mad dog down the bank into the lake."

Foolish Ask-Me-Another

The following questionnaire is printed on a large sheet of paper for all to see, and a prize is given for the funniest set of answers.

1. In visiting the zoo, how should one address the animals?
2. How many lumps of sugar should a strong man take in a cup of weak tea?
3. How may one be sure when a cross-eyed person driving an automobile is not coming his way?
4. How would a lisper say, "Send me a sleek silvery salmon for supper"?
5. How would a deaf mute say, "I'll take that tall hat with a waiving plume"?
6. How should one eat a green apple?
7. What would you do at a fashionable party, if your shoes were too tight, a blister on your heel, and a hole in your stocking?
8. Should a young girl allow a lady weighing three hundred pounds to stand on her feet in a street car?

9. How far could a horse fly before a dog could ketchup?

10. How would you eat soup with both arms in slings?

Contests

Have whistling and marble contests for girls, doll-dressing and sewing contests for boys.

Refreshments

Are served in misleading dishes.

Fruit cup in a soup dish, cup cakes hidden under jester's cap, a glass by each plate is filled with pink water (colored with fruit juice and unsweetened). As the glass is lifted a card underneath it is seen, which reads:

April Fool! Ask for a good drink.

These glasses are covered with a pink fool's cap with a tiny bell attached to the point. The pink water is thrown into a bowl ready for the purpose, and the glasses filled with delicious pink lemonade.

Sandwiches are served in candy boxes, and candies in English walnut shells.

Make the supper a merry succession of surprises.

Astride a toy donkey in the center of the table is a gayly dressed clown, in a circle of green paper grass.

Black crepe paper donkey caps with tall ears are provided for all; and the place cards are adorned with donkeys or jesters.

Fool's Cake

The center piece may be a Fool's Cake, made as follows:

A large tin pan is used for a foundation, and in it are placed a number of nonsensical favors, for all. A piece of white paper is then drawn tightly over it and glued to the sides, then the whole is iced or covered

with plaster of Paris, and decorated. A gay little celluloid Pierrette doll with wide spreading pink paper skirt sits in the center of the cake, and when the time comes to "serve" it the hostess picks her up, and many narrow ribbons with her, fastened about her waist. These are attached to the hidden favors and are drawn up through the center of the "cake." The hostess loosens them and gives one to each guest, all pulling at once, and the "foolery" of the cake is revealed.

Another sort of funny place cards are made by pasting cards on the backs of tiny pocket mirrors, having the direction,—

Find your place
By my face.

Of course that means sit wherever you happen to pick up a mirror and see your reflection.

A Jolly Hallowe'en

Invitations

If you want a real spooky Hallowe'en, send out invitations like the following, with witches and black cats pasted on the white note paper.

(Date)

(Place)

Please come to our house on Hallowe'en night,
There'll be spooks and ghosts all draped in white;
Be sure and bring a sheet with you,
And all of us will be spooks, too.

(Name of hostess.)

Decorations

Have the house dimly lighted by jack-o-lanterns, with black cats and owls peering from every corner and bats cut from black crepe paper suspended from the ceiling by means of fine thread. Orange and black crepe paper may be festooned across the room, adding

much to the Hallowe'en atmosphere of the house. When the guests arrive have a spook, draped in white and wearing a white mask, with slits for eyes, nose and mouth, to point the way up stairs. Also he should wear a placard on his breast with the words, "Speak not." The guests put on their sheets as soon as they remove their wraps, one corner of the sheet serving as a sort of hood. As soon as they arrive masks are handed them by another spook, and not speaking a word, leads him downstairs and seats him with the others. All present rise upon his entrance and bow very low, then all are seated again.

When all have arrived, a dirge is played upon the piano, and the hostess leads the spooks in single file around the room three times, and then they are led into another room where a large black kettle is hanging from sticks set in tripod fashion upon the floor. A few joss sticks are burning beneath the kettle to resemble fire.

A tall witch is stirring the contents of the kettle. She is dressed all in black, with a black shawl or cape, a black peaked cap and a false face. She mutters to herself. The spooks march around the room three times, then form a circle around the witch and her kettle. The witch waves her stick three times, in a half circle, very slowly, and then repeats the following:

"Toil and trouble,
Boil and bubble,
Toil and trouble,
Boil and bubble.
Life and death, I'm stirring here,
More of death than life, I fear,
For the book of fate is near,
And I open now its pages,
All the truth of all the ages;
All the future holds for you,
Now is open to my view.
(*Stirs contents of kettle violently.*)
Get your fortunes, never fear,
For I have them written here."

The guests march in single file past the witch again, very slowly, and she hands to each a folded paper. Each nods in thanks as the paper is taken from the witch's hand. The guests march into the next room, where the lights are turned on, and everybody unmasks and merriment reigns. The fortunes are read aloud by each one.

One may read as follows:

“You'll travel far, and travel near,
And meet your death, alas, I fear,
When you are in your 99th year.”

Another reads like this:

“You'll travel a great deal, have riches and fame;
you will be married twice, and still like your old home town.”

“You will marry very wealthy, and have everything that heart can desire; but you will never be able to forget the blue eyes of your first love.”

“You'll still jolly and happy be, when your 19th grandchild sits on your knee.”

“Saturday is your lucky day. Begin all undertakings on that day, and you will come out all right. You will marry five times, and once very wealthy.”

“A pretty little bungalow in the suburbs, and one you love to live with you. What more could mortal want?”

These fortunes may be in rhyme or prose, just as one prefers.

Candle Test

Here is another way to test the fates. Small candles, such as are used for birthday cakes, can be fastened in the halves of walnut shells by means of a little melted tallow dropped into the shells, and the candles pressed into it while it is still soft. Paste a letter on the front of the shell. Have these all prepared

beforehand, and ready to use on Hallowe'en night. Place a large pan of water on the table, light the candles, and set the tiny craft afloat. Each guest selects his letter so that he may watch his own boat, and see what his fortune is to be. Have someone interpret the movements of the boats. Some of the boats will stick close to the sides of the pan, and their owners will lead quiet, sheltered lives. Some of them will collide. Some be shipwrecked, and the one whose candle burns longest will be the first to marry.

Launching the Boats

Naming two boats and launching them in pairs is a favorite diversion on Hallowe'en night. If they sail along together it means a happy married life, but if they drift apart it means the opposite.

Any of the old games are always appropriate, and somehow it wouldn't seem like Hallowe'en without them.

Have the boys stand in a line with the tallest at the head. The girls also form in line with the shortest at the head. They should face each other, thus the tallest and the shortest go together to the dining room for lunch.

The Table

Apples, little fancy cakes, doughnuts, cornballs and coffee make an ideal lunch for a Hallowe'en party. The dining table and buffet can be made very attractive with the orange and black crepe paper decorations. The little cakes may have white or orange icing, and with dark chocolate mark eyes, nose and mouth. When these cakes are baked put a ring in one, a small key in another, a button in one, also a thimble in another. Whoever finds the ring will speedily marry. The key denotes a journey, the thimble and the button mean spinsterhood or bachelorhood, as the case may be.

There are many pretty fads and fancies for serving refreshments for Hallowe'en. Salads may be served in little jack-o-lanterns, formed out of oranges or grapefruit.

If paper plates are used they may be decorated around the edges with little jack-o-lantern stickers, and these same little stickers may be used to decorate the invitations sent out.

A pretty centerpiece for the table is a nut cake decorated with little brownie heads made from English walnut shells. Wash the shells well and mark eyes, nose and mouth with ink. Ice the cake with white or pink, then press the nut faces all around the edge of the cake. Take melted chocolate and make caps for the brownie heads. Set the cake on a wreath of bright leaves.

An odd dessert is made by chocolate cake baked in sheets and then cut out in squares. Place orange gelatin that has been made in round molds on these squares and with small red candies mark features on the orange jelly. This makes a pretty and distinctly Hallowe'en dessert.

Favors of little owls, little jack-o-lanterns or black cat heads made from black crepe paper are very appropriate.



Corn Roasting Party

What is nicer than a corn roast out of doors on a warm moonlight night? The fire should be built in a sheltered place a few hours before the time set for the party, in order to have a nice bed of coals. The fire should be built between two or three large rocks, or pieces of stone placed close together on the sides. A tripod of sticks will hold the kettle in which the coffee is made.

Invitations

A good invitation to the party is something like this:

(Date)

(Place)

Please come to our corn roasting party,
And bring an appetite, good and hearty,
A lot of jolly things we'll do,
We'll roast the corn and eat it, too.

(Name of hostess.)

Hares and Hounds

This is played by an equal number of players, girls on one side and boys on the other. They stand in two lines facing each other, about four feet apart.

The hare at the head starts the game by running from the hound, who gives her a little start. They run around the lines and through the center. The rule of the game is that the hound must catch the hare, by touching the right shoulder with his right hand. After the hare is caught the couple take their places at the foot of the line, then the next hare starts, and so on until all have had a race.

The Marching Game

The gentlemen draw cards from a package which the hostess passes around, and the lady whose name he draws is his partner for the marching game.

They march arm in arm, in a big square, while one young lady marches alone the other way around, so that they are continually meeting her. As they march they sing the following lines, to the tune of "Marching Through Georgia":

There's a lonely little lady, so the people say,
Looking for a partner, she's coming down this way;
Let's all go and meet her, and walk with her today,
While we are marching all around.

CHORUS

Hurrah! Hurrah! One, two, and three,
Hurrah! Hurrah! The year of Jubilee.
Let's all change hands, come and walk with me,
And we'll go marching all around.

When the words of the chorus are reached, "Let's all change hands, come and walk with me," they all face the other way and the lady at the head changes partner with the next girl, and so on down the line. The girl who is marching alone tries to secure a partner. There is always one girl left who must march alone, while the song is sung. Partners may change as many times as the players wish.

The rule of the game is that the girl whose right hand touches the right arm of the young man first, has him for her partner.

Roasting the Corn

It is very enjoyable to sing songs, the guests sitting in groups on the ground while the corn is being roasted. If desired, each guest may roast his or her ear of corn.

The corn is prepared ready to roast, and placed near the fire on a small table, which holds the cups for the coffee and other things needed.

The roasted corn is served with plain bread and butter sandwiches, and hot coffee, chocolate doughnuts and salted nuts.

A victrola may furnish music, and a little waltzing by moonlight is always favored by those who like to waltz.

A Christmas Party

A Christmas party with the entertainment in the form of a cotillion is a possible and very enjoyable plan and can be carried out in an ordinary sized house, for in a cotillion rarely are there more than four or six couples dancing at the same time.

For the affair to be a success, one should have a leader who has tact and cleverness. There should be a program of the figures to be used and the leader should carefully follow this, using a whistle or a Christmas horn to announce the beginning and end of each figure or game, and he should see to it that all of the guests are called out about an equal number of times.

Fancy costumes may be worn, and the leader dress to represent Santa Claus.

Decorations and Favors

The house should be decorated in the holiday colors. Branches of evergreen, tied with red crepe paper, could be festooned around the room, with holly and Christmas bells everywhere. A Christmas tree decorated with silver tinsel paper and colored lights is placed at one end of the room.

It is a pretty custom to have as many of the decorations of the tree made of edible things as possible, such as individual fruit cakes, wrapped in waxed paper and tied with red ribbon, oranges decorated with gay stickers and strips of gay paper, or popcorn balls wrapped in attractive fashion, with a fortune written on paper and tucked away in the center of it, to be read later in

the evening by its owner when it is eaten. Tarletan bags, sewed with bright worsted, can be filled with nuts, candies and other sweets.

Big red apples look nice among the green branches and add much to the decorative scheme of things.

All kinds of pretty favors may be used, and these can be made with little trouble at home. Of course little favors can always be bought, but those made at home have the personal touch, and consequently are more pleasing. They may be made of cardboard, tinsel, colored paper, tissue paper, ribbon and little bells, all of which can be had very inexpensively by the gross. Little gay trifles like stars, crescents, rosettes, shields, hearts, crowns, gilded numbers, tiny swords, are very easy to make, and pretty to use as favors.

For every kind of favor made, there should be one for each guest, and each should have a bit of bright ribbon and a pin to fasten it on with.

Figures of choice usually require favors. The girls and men are given favors by the leader, to present to the one they wish to dance with.

Besides the favors there are many pretty and inexpensive little trinkets that can be made at home, such as calendars, emeries, tiny sachets, needle-books, pen-wipers, fans, paper dolls, paper flowers, etc. These make pretty decorations for the tree, and souvenirs of the party.

Invitations

Invitations for the party should have a Santa Claus or bit of bright holly, drawn or pasted at the top of the paper on which the invitations are written.

(Date)

(Place)

Please come to our house next.....night,

We'll have lively games and a Christmas tree,
From first to last we'll have a good time.

Be sure and come and you will see.

(Name of hostess.)

The different figures, of chance, of choice, and of skill, should be alternated so as to give variety.

When the guests arrive, the men are each given a string of cranberries, and the girls are given a string of popped corn, all numbered. The guests place these on the tree in as decorative a manner as possible. Those having the numbers that correspond are partners for the evening.

A general waltz can be used after each figure, by those taking part in it. The music should be varied, two-steps, polkas and waltzes should be used.

Games and Dances

The following are some of the figures that can be used, and these will suggest others.

The leader selects four girls and five men. The girls take their places at the corners of an open square. The men join in a chain race, weaving in and out. The girls close their eyes and reach out their hands. Each girl dances with the man her hand touches. The man who is left goes and gets four more girls and four more men, and the figure is repeated.

Two bowls of fruit are passed about to four girls and five men. In the bowl passed to the men is one odd kind of fruit. Those having the same kind of fruit dance together, while the man who has chosen the odd fruit must dance alone and eat the fruit.

Going to Jerusalem

Men and maids are placed alternately in a chain. When the music stops the girls who find a seat dance with the partners they choose in the figure, but the man or maid left without a chair, aided by the leader, chooses the next couple to repeat the figure.

Two baskets of paper flowers are passed about, one to the men and one to the girls. Those holding corresponding flowers, dance together.

Blindman's Buff

Three men are blindfolded and given favors. Six girls are called out to play "Blindman's Buff" with

them within a given space. The men present their favors to the girls they catch, and then dance with them.

The three girls left are then blindfolded and given favors, and six more men are called out and the figure is repeated.

Tangled Telephone

Any prettily decorated boxes, connected by strings, are used in the "Tangled Telephone" figure. Four men and four maids each choose a box and then they get busy and untangle the strings. Those holding the same telephone dance together.

Three girls throw pretty colored paper balls into the air, and six men try to catch them. The three who catch the balls claim the girls for their partner in a dance.

The other three men toss the paper balls into the air and six girls try to catch them, and the figure is repeated.

Butterfly Cotillion

A pretty and rollicking figure for a cotillion is that commonly called the "Butterfly." Three men dance for a while with three girls they have chosen, then suddenly leave them and select other partners.

The girls who are left rush to select other partners, and the figure is repeated.

Four men cross hands in a center so as to form a wheel which turns about to the music. Four girls are selected by the leader. They place their right hands in the disengaged left hands of the men, forming the wheel which continues to turn. Four more men are chosen by the leader. They place their right hands in the disengaged left hands of the women, the wheel turning all the time to the music. The music stops and the wheel halts. Each girl, being placed between two men, must choose between the two. The girls select their partners for the dance and the men

who are left must dance in circles about the dancing couples.

A sheet is held up in front of a group of girls. They put their hands up over the edge. Each man chooses a hand and dances with its owner.

Other Figures

Figures of choice should be used often in a cotillion party, as they make such fun and keep the evening merry and easy.

A girl is given a mirror, and a line of men pass by behind where she is sitting and looking over her shoulder into the mirror. She passes her handkerchief over the mirror at each reflection, until she sees the man of her choice with whom she wishes to dance. She and the partner she has chosen dance and another girl takes the mirror and the figure is repeated.

A girl rolls eight oranges or apples on the floor. The leader selects a man to pick them up and carry them back in one arm without dropping one. The man who succeeds in doing this stunt may dance with the girl.

A girl gives three aprons, with the strings tied in knots, to three men. The man who succeeds in untying the knots first and putting the apron on, dances with the girl. The men who are beaten must seek other partners.

Christmas tree favors are given the men and maids, each from separate baskets. Those having the same, dance together to the tree, and vie with each other to make the tree look nice.

A girl is given four little tarletan bags, cut in the shape of a stocking and sewed with bright worsted. She gives these bags to four men and a bowl of nuts, candies and raisins. The man who fills his and ties it up ready to hang on the tree, first, dances with the girl. The others fill the bags and find partners to dance with them and help them place the bags on the tree.

The Tree

A signal from the leader's whistle suspends the games and dancing, and the guests find seats, while the Christmas tree is despoiled of its presents by the leader, who calls off the names.

Each guest as his or her name is called comes to the tree to receive his or her gift from the hands of the leader.

The edible decorations are kept until the tree is empty and then all sit down together and eat them.

Refreshments

There is an individual fruit cake, fancy cookies, popcorn ball, orange, apple, cornucopia filled with fancy candies and nuts, strings of popped corn, and bags of home-made fudge for each guest.

The reading of the fortunes found in the centers of the popcorn balls furnish no little amusement at this time.

A splendid ending of the party is the bringing in of a large plum pudding, lighted. Slices of this served with ice cream adds much to the Christmas effect of the party. This should be cut into slices and served to the guests, after being brought in whole just as it was cooked.

The hostess can pass it about on tiny plates and it will add a touch to her party that will not soon be forgotten.

Group singing of some of the quaint old Christmas carols makes a perfect ending for a Christmas party of this sort.

An Animal Party Plan

By LUCILE CRITES

With circus days coming on what could be more fun and more in keeping than an animal party?

Invitation

I'm sending this invitation to you,
To come and see my "home-made zoo";
There'll be some lions and tigers, too,
But they're behind bars and can't get through.

(Date and place.)

Signed.....Keeper *(Name of hostess.)*

If desired some animal cut-out or drawing may be pasted on the invitation.

Decorations

Cut long strips of black crepe paper to represent iron bars of animal cages. This must extend from the ceiling all around the walls, and window curtains. At night with lights on these strips give a splendid imitation of bars. All kinds of animals of every size may be cut from black and white cardboard or all colors, if you prefer. These animals are pinned behind the bars. Other beasts may be tied to table legs or posts with ribbons or "chains" made from braided crepe paper. A centerpiece on the table may be made from cardboard and crepe paper to represent a cage and contain some wild animal.

The hostess may dress as a "circus lady" in crepe paper dress of short full skirts or may wear what she pleases and a band with "Keeper" on it around her head or across her dress.

As the guests enter, the room should be almost dark and "noises" of all kinds of animals may be heard, such as lions roaring, dogs barking, etc.

A Mixer

The director pins the name or picture of an animal on the back of each guest. With paper and pencil each person tries to write the most names down, and the one who gets the greatest number may be given a prize. The owners of the "backs" try to keep the others from reading what they have pinned upon them. A toy animal may be given as a prize.

Hunting Big Game

Each guest is given a small paper bag containing enough material for making an animal. Materials consist of small potatoes, carrots, pine cones, radishes, turnips, beets, etc. These are to be used for the bodies of the animals. There will also be bright colored beads for eyes, feathers for tails, needle and thread, wire to be used for legs; also toothpicks, gum and anything that will be useful in such a game. When these strange "beasts" are completed they are placed on a table where all can see them. Each "hunter" must, in turn, describe how he or she caught this animal. They must give queer names to them and describe how they "bagged" them, the habits of animals and how they tamed and trained them. This is very funny and takes up a lot of time. Prize for the best animal and best "story."

Posters

Several days before the party the hostess may make these posters. Animals of all kinds must be cut from magazines, picture books, etc.; and then cut in various shapes and pieces. The wrong pieces then are placed together, as head of a lion, tail of cow, legs of sheep, etc., and stuck on posters. About a dozen will be enough. These are placed around the room and numbered. The guests are given a sheet of paper and pencil and told to write a correct list of the parts of the beasts. The one who has the most nearly perfect list is awarded a prize.

Drawing Contest

Have handy a blackboard and chalk. Each guest will receive (secretly) a slip of paper upon which is written the name of an animal. When her turn comes she is to draw upon the board this animal. The others guess what it is. A vote is taken to determine the best and also the poorest drawing.

Refreshments

To carry out the circus idea, pink lemonade or punch, ice cream cones, lollypops, popcorn, etc.

A Pickaninny Pastimes Party

By LOIE E. BRANDON

For an evening of fun and merriment where the guests are well acquainted and all formality can be dispensed with, a party of this kind will provide all the amusement for which an eager hostess can wish.

The affair may be planned either as an outdoor picnic or lawn party or an indoor frolic, according to the desires of the hostess and the season of year and locality in which it is to be given.

For the invitations use white, irregular shaped, pieces of paper in the upper left hand corners of which are pasted grinning black "Topsy" heads cut from black paper, the eyes and mouth being cut out and drawn in with red and brown coloring pencils. The verse is printed with black pencil just as a child might print it, no attempt being made to keep the lines straight.

Pickaninnies know the best
Just how to have most fun;
So if you'll come and join the rest
I'm sure you'll have a ton.

The date, hour and address of the hostess are printed either below the verse or on the opposite side of the card.

As red and yellow are the favorite colors of the pickaninny, these should be used as the main color scheme for the decorations. The lights may be covered with red and yellow tissue paper shades on which are pasted fat little pickaninnies. Pickaninny candle holders and flower vases are easily made and add greatly to the general attractiveness of the decorations.

For the centerpiece of the refreshment table have a miniature watermelon patch, the pines trailing out to the corners of the table. If the hostess is near a real patch, the tiny, undeveloped real melons may be secured with plenty of natural vines, but if these cannot be obtained the melons and vines may easily be made from green crepe and tissue paper. Half a dozen or more little black pickaninny dolls dressed in red flannel skirts are seated or hidden in the patch greatly enjoying their favorite pastime. Red and yellow candles in pickaninny holders complete the charming effect.

The refreshments may be as simple or as elaborate as the hostess desires. If melons are in season only the ice cold, red and yellow meated melons need be served. More elaborate refreshments that carry out the same color scheme might consist of ham and egg sandwiches or chicken sandwiches, candied sweet potatoes, tomato salad and watermelon.

The paper plates on which the refreshments are served may have a frill of red crepe paper around the edge, pasted to the under side, and the glasses can be decorated with pickaninny and watermelon cut-outs.

Favors and prizes may consist of chocolate pickaninnies, negro "Mammy" door stops, "Topsy" porch pillows, pickaninny book-markers and books of negro ballads and songs.

If "Topsy" porch pillows are desired for favors, the covers are cut from black material to conform to the outline of a head and shoulders. The eyes and mouth are pieces of material of the correct shade and shape, applied on, the "pig-tails" are braided bits of black silk tied at the ends with red ribbon bows and sewed into place around the head to make them stick out, while a ruffle of red and white check gingham fol-

lows the outline of the shoulders for the dress. These pillows make very charming prizes.

Negro "Mammy" door-stops are constructed over bottles filled with sand. The heads may be obtained at a toy store or made of black cloth, stuffed with cotton and the eyes and mouth painted or sewed on. A red bandanna handkerchief covers the head and the dress should be of either red or yellow material with a "kerchief" around the shoulders and a full gathered skirt.

The hostess who is clever at making things can with a very little expense for materials make her own favors, prizes and decorations. For the "pickaninny" candle-holders use the shortest candle-holders obtainable. For each candlestick cut two fat pickaninnies, the height of the holders, from stiff black paper, putting the eyes and mouth in with white and red ink. Paste these on each side of the candlestick in such a way that the holders will be completely hidden. Use red or yellow candles. If preferred, the holders themselves may be made from pasteboard tubes, cut the right height and fastened firmly to pasteboard discs to hold them upright. If the tubes happen to be a little too large for the candles run a little melted paraffin around the candles after they are placed in the tubes. The vases are made from wide-mouthed bottles and jars which have been decorated with black cut-out pickaninnies.

The following are games which may be adapted either to large or small crowds and for which very little previous preparation need be made:

"A Pickaninny Pickle."

"Freeing the Slaves."

"Watermelon Roll."

"Stealing Chickens."

"The Doodle-Bug Race."

(See Games and Stunts. All the above games were furnished by Loie E. Brandon.)

Some of the old, well known negro melodies, with banjo accompaniment, in which all the guests may join in singing, makes a splendid finale for a party of this kind.

A Few Party Suggestions

Dressing up the party cakes in party clothes is extra effort, of course, but it is time well expended; it adds so much to the real enjoyment of the occasion.

What would a birthday party be without a birthday cake? It would seem that something was lacking. Cakes dressed in dainty attire add just as much to the enjoyment of other parties.

For illustration, a cake for a St. Patrick's party would be very good iced in white, with green shamrock decorations. These can be easily put on with an icing tube.

A Valentine party cake can be decorated with hearts, and true love knots, or another pretty fancy is an oblong cake that can be frosted to resemble a book. The icing should be white and the words "Cupid's Diary" can be written on the top with red icing, making a very realistic appearance.

For an Independence Day, Armistice Day, Washington or Lincoln party, or any patriotic occasion, a monument cake is especially good. This is made by baking three or four cakes of the same shape but different sizes, placing the largest at the bottom, and so on with the smallest at the top. Different kinds of cake can be used for the monument cake, and when these are frosted and a tiny American flag placed in the center of the top cake it makes a pretty centerpiece for the table.

For a May party, a large round layer cake is pretty if iced in white, with a bar of music drawn across the top, using a small sized icing tube and melted chocolate. Vases of spring flowers should be placed at the corners of the table. Place cards might be tiny bluebirds perched on the edge of the glasses, each with a tiny piece of white paper in its beak and with the name written on that.

Buffet lunches are always in order and more popular, because of the ease with which a large number of

guests can be entertained this way, and a very good combination is a hot chowder of some kind in a large container from which the guests can ladle the desired portion; sandwiches of plain bread and butter are placed on plates on the sideboard, and steaming hot coffee, already sweetened and containing cream, is at hand in large pitchers where he or she may replenish a cup at will.

Folded napkins placed in a heap are all ready to use as one desires. Bon bons are placed in fancy dishes at the end of the table or sideboard.

Of course a buffet lunch can be as elaborate as desired, but a simple combination with one hot dish is usually more enjoyed than anything else.

There is something so intimate and social in people standing about and eating at a buffet lunch that an entertainment of this kind is remembered much longer and enjoyed much more than the more formal manner of entertainment.

A Carnival Social

This is something very novel, and if it is an affair to raise money it can be done along these lines. Have the hall or place of meeting made to look as festive as possible with small flags, green boughs and bright colored balloons placed around the hall.

Ice cream should be on sale during the evening.

Small colored tin horns may be on sale and the sound of these adds to the carnival atmosphere, as one is heard occasionally in the hands of some lively person. Various games can be conducted around the hall as, for instance, a horseshoe pitching contest or game of quoits will interest a good many.

The contestants in the game can be charged a small entrance fee.

A Cake Walk

A "Cake Walk" is very popular with the young people and they will gladly pay for the privilege of engaging in the game. It is done in this way:

A part of the space in the room or hall is set off for the "walk station." A person to be called the "Balloon Man" is stationed in each corner of the space. One of the "Balloon Men" holds a bright red balloon in his hand so that the balloon is above his head.

Couples form in line, and when the music starts they begin marching around in a circle. The first couple is handed the balloon when they pass by the man holding it. They carry it to the next man, who is waiting to receive it. He takes it and hands it to the next couple who pass him, and the figure is repeated.

After an interval of marching, as long as a march usually lasts, the music stops (unexpectedly) and the couple holding the balloon when the music stops wins the cake.

Target Throwing

Target throwing is always interesting. This is done in this way: there should be a target placed upon the wall, at a convenient height from the floor, and a small dart should be provided to throw.

A small entrance fee might be charged for the game, a certain number of trials being given, and if the target is hit a cone of ice cream or some pretty little souvenir might be given as a prize.

Costume Contest

A Costume Contest in which the contestants pay a small entrance fee may be made a very interesting feature of the evening. Dancers wearing old-fashioned clothes might dance the Lancers, Quadrilles, Virginia Reel and other old-time dances. In connection with this there might be held an old-fashioned fiddlers' contest in which the contestants pay an entrance fee.

Judges are appointed who give a souvenir prize to the best and most appropriate costume, and to the best fiddler.

Jack Horner Pie

A "Jack Horner Pie" always interests the little ones. It is managed in this way: A large, deep pan has the top covered with brown paper to resemble a pie. Tell the little ones to "put in their thumb and pull out a plum." A place is made in the paper for the small folk to reach through for the small toys and knickknacks buried in the bran with which the pie is filled.

Booths

Have a booth where the bright colored balloons, ice cream and home-made candies are for sale. These can be taken around and sold during the evening by daintily dressed girls, each carrying a bright balloon.

What would a Carnival Social be without a fortune telling booth? A good way to arrange a booth is with dark colored draperies made to look like the doorway of a tent. In this doorway a "Gipsy Maiden" should sit, dressed in a bright red gown of flowing lines, her black hair bound across her forehead with bright red ribbon, and bracelets upon her bare arms. She wears beads of every color and description around her neck.

Fortunes may be told in various ways,—by means of fortune-telling cards, by a palmist or by the "Book of Fate," which is a large book containing many nice fortunes written out on paper and numbered.

A fortune telling booth is always the busiest place at a carnival social where an air of festivity always prevails, and where everybody has a good time.

Announcement Party No. 1

Invitations

An Announcement party could be planned in this way, with invitations like this:

(Date)

(Place)

Please come to our party,

We'll have a good time, you know,

We'll debate about the nation,

And the way that things should go.

(Name of hostess.)

Decorations

Living rooms should be decorated with the flowers of the season, and if there are none, with evergreen boughs, crepe paper flowers and streamers in dainty colors.

Crepe paper bands, in fringe effects and ruffled edges, lend a very festive look to party rooms, and in the dining room the decorative effect they bring is so pleasing that this sort of decoration should be used for each and every sort of party possible.

Walnut Hunt

When the guests arrive they are sent on a walnut hunt, which lasts for some time and is the cause of much merriment, as the nuts are hidden in every conceivable corner and place, behind every object, upstairs and down and everywhere. When no more can be found, results are compared, and the one having the largest number has won this stunt and is given a little prize by the hostess.

Nutpicks are then produced and a contest is started to see who can get out the most nut meats in ten min-

utes. When the time is up the one who has the most has won this contest and is given a little souvenir prize.

The guests eat the meats, and repeat a "tongue twister" given to them by the hostess. This is written on slips of paper and is supposed to be repeated very fast while they are chewing the nut meats.

The "tongue twister" is as follows: "Selfish, silly, Sally Silcomb sang several solemn solos to silly, sloppy Solomon Solway." These efforts cause much fun, as it is very hard to repeat this fast and say it correctly.

Any kind of games, stunts, charades or crossword puzzles follow, and just before luncheon the hostess announces there is to be a debate. She selects the captains, who in turn choose their respective teams.

Debate

The teams are lined up on each side of the room with the captains at the head. The question to be debated is written on a piece of paper and handed to the captain on the affirmative side.

He reads the question aloud, "Resolved, There is no reason why.....and.....should not marry."

The guests look at each other in surprise, then grasps the fact that this is an announcement of the engagement of the hostess. They rise to the occasion and debate the question ably, with much chaffing, and it goes without saying that of course they decide it in the affirmative.

Finding Partners

Slips of paper containing the names of hearty foods are passed among the men and another set among the girls. A gentleman will find the word "Beans" on his slip, and he will go in search of "Brownbread" and she will be his partner for lunch. Another has "Ham" and he searches for "Eggs", who will be his partner; and so on until all have partners for lunch.

The Table

The dining room is very festive, with flowers and dainty pink and white decorations. A large cake occupies the center of the table. This cake is iced in white, with pink hearts and true love knots on the top in pink icing. Narrow crepe paper ribbon leads to each cover, with a place card attached.

Dainty booklets in the shape of two hearts are cut from white cardboard and tied with narrow pink ribbon. The names of the engaged couple are written on the inside with gold paint. These make dainty favors for the girls. For the men make pink rosettes, attached to a bit of white ribbon with the names of the engaged couple written on it in gold.

Cake, ice cream, fancy cookies, saltines, nuts and fruit punch make a good combination for the luncheon.

Announcement Party No. 2

Decorations

Another good idea for an Announcement party is to have the house decorated with white and pink crepe paper and small hearts cut from gilt paper and tied with white ribbon, in pairs. Wherever hearts are used in the decorations always arrange them in pairs.

Flowers and crepe paper are festooned everywhere. In the living room have a booklet cut from white cardboard and trimmed with gilt bands of paper. Paint on the cover with gold paint in large, bold letters, "CUPID'S DAIRY." On the inside the names of the engaged couple are written in gold. Hang this from the chandelier, with white ribbon, among the other decorations.

When the guests arrive each is given a favor consisting of a gold rosette attached to a white ribbon on which is written in gold the names of the engaged couple.

Dummy Bride and Groom

Another odd feature for an Announcement party is to have a bride and groom, of almost life-size dimensions, made from mat stock and crepe paper. The groom's suit is made from black mat stock; his collar, shirt and vest from white crepe paper. The bride is dressed in white crepe paper and carries a bouquet of fine artificial flowers. The bride's veil is made from two yards of tarletan. The saucer-like faces of the bride and groom, cut from cardboard, may be marked with crayon and made to look quite interesting. The bridal pair are placed on a low table covered with pink crepe paper. This is placed in a corner behind a screen, until the news of the engagement is announced, when the screen is removed and the bride and groom brought out for inspection.

Until one has tried one has no idea of what a really artistic bridal couple can be made from mat stock and crepe paper, with a little ingenuity. This feature adds a lot of fun to an Announcement party.

Refreshments

Same as in Party No. 1.

Showers for the Bride-to-Be

A novel way to give handy kitchen utensils to a spring bride is in the form of a huge May-basket. A wicker clothes basket, prettily trimmed with crepe paper in the favorite colors of the bride, makes a unique basket and is also handy to use for a clothes basket.

All the other gifts, such as pans, basins, egg beater, ricer, baking tins, dust pan, handy brushes, rolling pin, bread and cake containers, spice sets, cooky cutters, soap holders and the many things too numerous to mention, that are handy in a kitchen, are each marked with the giver's name and a rhyme, something about the use of the article. These, if written in a

humorous vein, will give the personal touch so pleasing to the one who receives the gift.

For illustration, a mixing bowl contains the name of the giver written on a piece of paper, and the following lines penned below:

May the cakes that you make
Be fine grained and light,
And your married life
Always happy and bright.

For the egg beater:

When Hubby comes home,
Hungry as a bear,
Use me to make him omelettes,
And you need not have a care.

The crowd of girls giving the shower place the May-basket in front of the door and ring the bell. When the surprised hostess opens the door she is confronted by the huge May-basket and the bevy of smiling girls standing in a half circle around the basket. They are invited in, and the girls place the basket on the living room floor. Then one who has been elected spokeswoman steps out from the group and recites the following lines, or something similar:

Dear....., we have brought you
Some handy things, you see,
To use in your own kitchen
When you're getting Hubby's tea.

Egg-beaters and pans are handy,
You can use them any way,
And all the other things we hope
Will help you every day.

And we wish you a happy married life,
Pure gold, without any alloy,
With everything just as you want it,
And days brimful of joy.

The bride-to-be expresses her thanks for the gifts and her appreciation of the affection and thoughtful-

ness that prompted them, after which a happy time is spent in looking at the gifts and reading the rhymes.

The evening can be spent in games or stunts, playing whist, or solving cross-word puzzles or charades.

The girls who brought the shower of kitchen utensils delve into mysterious boxes and bring out delightful refreshments which may be fruit and confectionery, harlequin ice cream and saltines, which are tempting to eat and easy to serve.

Showers for the Bride

A good way to give a Miscellaneous shower is to invite the bride, with other guests, to a party.

If the room decorations are yellow and white, have all of the various gifts daintily wrapped and tied with yellow ribbon. These gifts should be sent to the home of the hostess previous to the party.

The Spider's Web

"A Spider's Web" to untangle, in which everyone takes part, is a good way to give the shower, and to open the evening's activities.

Every guest finds a card containing a name, attached to pretty colored cotton twine or thread. The owner of the name begins to wind the thread or twine. It is attached to many places and goes upstairs and downstairs and all over the place, until at length the end is reached. Then it is found to be attached to a large white box decorated in white and yellow, and placed out of sight under the hall table or in any convenient place. The box is labeled with the name of the bride, and the following verse is written on a card and tied with ribbon:

With these gifts we're wishing, dear.....

A lot of happiness for you.

May you have a jolly time always,

And all of your dreams come true.

Amusements

After the good time of opening and looking at the gifts, and after the bride-to-be has expressed her thanks and appreciation of the gifts and loving kindness of her friends, any sort of entertainment is popular, from cards and cross-word puzzles or charades to any kind of games and stunts.

Refreshments

Refreshments may be simple or elaborate, as desired. Fancy cookies or cakes, salted nuts and fruit punch make a delightful combination, and are easily prepared for a lunch served buffet fashion.

A Rosebush Shower

A novel idea for a shower for a spring bride who will begin housekeeping in her own house, and who is fond of roses, is a rosebush shower. This can be planned so as to have a variety, and the arrival of the bushes can be timed nicely so they will come about the same time.

The bride-to-be is asked to go on a picnic some nice day, and is surprised and delighted to find each girl armed with the necessary tools for setting out shrubs, also some rare kind of rosebush which the girls proceed to set out in the yard of the prospective home. There may be a variety of climbers and other kinds of rosebushes, which the bride christens with the name of the giver. After the bushes are all set out the girls bring out a picnic lunch from the depths of a basket which one of their number brought.

There are ham sandwiches, doughnuts, cheese and coffee hot from the thermos bottles, and fudge daintily wrapped in waxed paper.

Such a happy event, in which a bunch of eager, laughing girls vie with each other in attentions to the appreciative little bride, who in the years to come as

she tends to the rosebushes and gathers their fragrant bloom, will ever be reminded of the loving thought of her friends and her life will be fuller and richer because of it.

A Lingerie Shower

An odd shower recalled by the writer was as follows: The prospective bride was invited by her girl friend to spend the night at her home. When she arrived she found a bevy of merry friends assembled. The evening was passed playing games, etc., and a toothsome lunch of chop suey, sandwiches, fancy cookies and coffee was served. When the hour for departure came and the girls were standing in a group, suddenly the lights were switched off and simultaneously came the cry of "Surprise" and the soft swish of silken garments, thrown through the air. When the lights were thrown on a surprised and radiant bride-to-be was revealed enveloped in dainty silk nightrobes and lingerie, in her favorite colors, with which her girl friends had showered her.

A Linen Shower

A good idea for a Linen shower is to invite the bride-to-be to sit near a table in the center of the room. She is asked to close her eyes as a new game is to be played. When she is asked to open them she sees the table piled full of tablecloths, napkins, doilies of all kinds, table runners, handkerchiefs, any sort of linen, or fancy work so dear to the heart of the young bride. Each gift bears a card with the name of the giver. A spokeswoman makes a presentation speech in behalf of the others, to which the bride responds with gracious thanks. A happy time is spent in examination of the gifts, after which games are played.

Fruit salad and cake make an ideal lunch for any party.

A Money Shower

A Money shower for the engaged girl is very popular and has the added advantage of giving the bride a chance to select something she really wants for the new house. A good way to present the money is to make a money cake. The money which has been collected should be changed into a crisp new bill, or better still, into a gold piece.

A large round cake should be baked, about two inches deep, and after it has cooled and before it has been iced, a small piece in the center of the cake should be removed and the money carefully wrapped in waxed paper, hidden there. If this is skillfully done when the icing is put on the cake this will not show. The cake should be iced with orange icing, and the markings of a coin can be easily put on by means of an icing tube and the money cake made to look very much like a huge coin.

Gilt tissue ribbon can be placed to lead from the cake in the center of the dining table to each plate, and tiny place cards can be attached with the names written in gold paint, also a new Lincoln penny could be glued to each place card, giving a novel touch and also making a dainty souvenir of the luncheon party. Fruit salad served in individual dishes and fancy cookies and fruit punch could form the rest of the luncheon.

The dining room would look very pretty if decorated with yellow and white flowers, either real or artificial. The table may be decorated with lighted candles, which are always charming and which lend an air of festivity to any setting.

After an evening of games and fun, mingled with group singing, the guests repair to the dining room to partake of the dainty luncheon awaiting. The hostess inverts a tumbler on the center of the money cake and cuts a round piece, which is served to the guest of honor. This piece, of course, contains the gift of money. The rest of the cake is cut in even slices and served to the other guests and when the bride-to-be discovers the gift of money there is a moment of surprise in which the guests receive the appreciative thanks of the radiant little miss.

Other Showers

Apron Showers are popular, the engaged girl being given aprons of every kind,—big gingham kitchen aprons, dainty tea aprons,—everything in the apron line that can possibly be thought of.

Doilies and luncheon sets daintily embroidered and marked with the initials of the bride, in fact all kinds of fancy work, are very popular and very welcome to the young bride with a new house to furnish.

A few nice pictures, appropriately framed, are very popular for a shower party and they have this advantage, that barring accidents, they will last a lifetime. A choice print, or a water color, or an oil painting are a splendid gift for the new home, and when hung upon the wall add much to the homelike atmosphere of the room.

These are just a few of the many novel ideas for shower parties and will suggest others.

Wedding Anniversaries

In their order, and what they signify

FIRST YEAR—Cotton	TWELFTH YEAR—Silk and fine linen
SECOND YEAR—Paper	THIRTEENTH YEAR—Lace
THIRD YEAR—Leather	FOURTEENTH YEAR—Ivory
FOURTH YEAR—Fruit and flowers	FIFTEENTH YEAR—Crys- tal
FIFTH YEAR—Wooden	TWENTIETH YEAR—China
SIXTH YEAR—Sugar	TWENTY-FIFTH YEAR— Silver
SEVENTH YEAR—Woolen	THIRTIETH YEAR—Pearl
EIGHTH YEAR—India rub- ber	FORTIETH YEAR—Ruby
NINTH YEAR—Willow	FIFTIETH YEAR—Golden
TENTH YEAR—Tin	SEVENTY-FIFTH YEAR— Diamond
ELEVENTH YEAR—Steel	

While this list suggests the gifts that are appropriate on the different occasions, yet, luckily there is much latitude in the selection of gifts for wedding anni-

versaries. Usually someone knows of something which would be especially welcome on such an occasion, for an anniversary gift, and if not, a gift of money in a prettily decorated container is always in good taste.

If an anniversary celebration is given as a surprise by outside friends it is well to have some place of meeting from which they can proceed together to the home of the couple where the celebration is to be held. A sort of serenade can be given outside before entering, if desired, by the ringing of bells, tooting of horns and all the other noisy forms of demonstration which are always so popular in some communities.

In a surprise celebration the company takes with them, safely packed in hampers or boxes, some form of refreshments with which everybody is regaled late in the evening.

Ice cream and cake are very good to serve at a surprise party, as they are easy to pack and easy to serve, and the little paper dishes and spoons can be used and no dishes to wash after the lunch is eaten. Candy, nuts and fruit are also easy to carry and one can have quite a variety of easy dishes for a surprise party if they like.

At a silver wedding, if the gifts are to be of money it is a very easy matter to have it all in silver, which, when placed in a small basket covered with tinsel paper, makes a beautiful silver gift.

There is so much latitude in the form of entertainment for wedding anniversaries that everyone, old and young, no matter what their state of health, can find something to interest and entertain them, in games, cards, dancing, stunts, music, singing, readings, etc.

Decorations may be many and varied for occasions of this kind when at any time of year, though in the time of flowers it is much easier to make the place look festive with the aid of natural flowers and greenery.

A silver wedding decoration can be made a thing of beauty with the aid of silver and white crepe paper, and always, of course, flowers, either natural or artificial, and with plenty of green boughs and branches.

Golden Wedding Anniversary Party

Invitations

Golden wedding anniversaries are rare and should always be observed in some manner whenever possible. If health and circumstances permit it should be made a very festive occasion.

Invitations for such a party could be like this, and should be written with gold on white paper:

(Date)

(Place)

We've been married fifty years,

Please come and help us celebrate

.....evening of next week

Be sure and come at the hour of eight.

MR. AND MRS.....

Decorations

The home decorations may be arranged to suit the individual taste, but if possible make them very festive by the use of all sorts of flowers and white crepe and gold colored paper. If the anniversary is at the time of year when garden flowers are plentiful, golden glow and yellow dahlias lend themselves admirably to all sorts of decorations for the golden wedding anniversary. White crepe paper cut into strips with a very narrow strip of gilt paper pasted along the middle and festooned around the room, held in place by gold paper rosettes, is very effective.

Another good way to use the gold paper is to cut it into very narrow strips and twist loosely around the wider strips of white crepe paper, the edges of which can be smoothed out a little, giving a sort of ruffled effect. These can be festooned from chandeliers, and mantels may be draped with streamers of the white and gold.

In a conspicuous place on the wall should be the date of the wedding, formed in gold figures, at the top, and the date of the anniversary at the bottom.

The host and hostess greet their guests in the living room and after everybody has arrived a pleasant feature would be for the bride and groom of fifty years to stand up and renew their vows.

The Ceremony

The marriage ceremony is an interesting feature of the golden anniversary party. In a very few cases the minister who solemnized the marriage has been able to repeat the ceremony again at the golden wedding celebration.

The "Cycle of Time"

Another interesting feature is the "Cycle of Time" which can be represented by a piece of cardboard glued on the top of a shallow pan about two inches deep, and the edge gilded. Wax candles should be placed around the edge of the top at even intervals and then another row inside of that, and so on until fifty candles have been placed upright through small holes made in the cardboard. The candles are lighted and placed on a small table at the end of the living room. "Old Father Time" is represented by someone dressed to look like an old man, tall and thin, with long white hair and long black flowing garment, belted at the waist.

He enters in very slow and dignified manner, carrying a small scythe over his shoulder, and walks to the side of the table in meditative manner. Standing sideways to the audience, he begins to snuff out the candles with a pair of snuffers or shears, repeating the following lines in a sort of chanting tone:

Year after year,
How fast time goes.
First summer's bloom,
Then winter's snows.

And human life,
How short the span,
Of what is termed
The life of man.

The years, the years
They come and go,
Sometimes with joy,
And oft with woe.

The ways of Providence
At times we blindly scan,
But everything comes right
At last in God's great plan.

As "Father Time" snuffs out the last candle and says the last word, he turns and walks very slowly out of the room.

Fashions Then and Now

Two young ladies, one of them dressed to represent the extreme of styles of fifty years ago, wearing the bustle, tight waist and long, full skirt of that period, with hair dressed in the prevailing fashion and the headgear of that period, forms a striking contrast to the bobbed-haired lass in short, straight dress and all the little fads of fashion today. The girls parade through the room several times in order for those present to see the difference.

Old Songs and Anecdotes

Group singing of the old-time songs that were sung fifty years ago is always enjoyed and seems to link the past with the present. Old ballads, like "Silver Threads Among the Gold", "Maggie May", "I Was Seeing Nellie Home", besides many others, are always good, and to follow these with some popular songs is interesting.

If there should be an original poem, written for the occasion, it is well to have it at this time.

It is always interesting to hear anecdotes of the early married life of the host and hostess, related by them to their guests. This should be an important part of the evening's entertainment.

The Gift

There should always be a gift for the host and hostess of a golden wedding anniversary party, and unless someone knows of something they would especially like, it is always best to give money. If possible, change the money into gold pieces and place in a gold colored envelope on a fancy plate for presentation, or in a small basket covered with gilt paper. The latter makes a very pretty container and seems more appropriate for a golden wedding. The host and hostess are called to the end of the living room, where they stand facing the one who has been selected to present the gift. He stands with the gold colored basket in his hand during the presentation speech, which he makes. This may be something like the following:

We have met with friends and neighbors,
With kind wishes and good cheer,
To celebrate the anniversary,
The wedding of our host and hostess, here.

When you were wed you made your vows
To travel together through life,
To sympathize in sorrows and joys,
To be a husband kind, and faithful wife.

Fifty times since then have the birds of spring
Poured forth their songs of praise,
Fifty times has the golden sheen of summer
Died in the flush of the autumn days.

Fifty years, 'tis a long, long time,
Yet so swiftly and silently passed;
We drift along the river of time
Like leaves on the current cast.

That all your vows have been well kept
In this pleasant home is shown,
And prosperity has crowned your toil
In the busy days that have flown.

I speak in behalf of the other guests
Assembled here tonight.
Please accept this gift from us (*Hands host basket.*),
'Tis just a token, slight,

The high regard we hold for you
Is more than we can say,
We wish you many glad returns
On this anniversary day.

The speaker bows to host and hostess and steps slightly to one side to allow the host to speak. The latter expresses his and his wife's thanks in a few appropriate remarks.

After this there is more group singing, perhaps some solos and a reading or two by some of the guests. Games and stunts follow, with cards for some of the older folks who do not care for games.

The dining room should be decorated in much the same manner, with flowers, white crepe paper and gold paper, festooned from the chandelier above the dining table. White paper doilies, trimmed with the gold paper, look festive on the polished surface of the dining table.

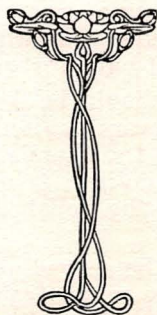
If a banquet is to be served a large wedding cake, preferably a gold cake made from the yolks of eggs, iced with yellow frosting, the dates drawn on the top and a decorative edge, should have the place of honor in the center. Gold paper ribbon should lead from the edges of the cake to each cover and should have a place card at the end of the ribbon.

The Menu

Gold rosettes attached to a piece of yellow ribbon, with the dates written on it, make dainty favors. White crepe paper napkins trimmed with gold are good for this occasion.

The menu, if it is to be served in banquet style, can be as varied as one desires. Stuffed chicken, mashed potatoes, green peas, hot rolls and pickles; fancy cakes, ice cream, lemon pie; salted nuts and coffee are a very good combination.

A large party can be served buffet style with much less effort, however, and a good combination for this is,—chicken sandwiches, olives, gold cake, ice cream, salted nuts, assorted candies, coffee.



GAMES AND STUNTS

Bag Toss

Place a large brown paper bag on the floor with the sides drawn wide and open. Have small paper bags filled with some light weight paper, like tissue. Tie the tops and number the bags. Each guest is given a bag, and each tries in turn to toss his bag into the mouth of the big bag without knocking it down. Every time a player succeeds in doing this stunt from the required distance of eight feet from the big bag it counts ten points. The one who reaches the given score first is the winner and should be given a souvenir prize.

Basket Ball Contest



A bushel basket is placed on the floor in the center of the room. The guests in turn are blindfolded, led around the basket, then placed four feet from it, turned around twice, then given a ball and told to throw it in the basket. Those who fail are given forfeits to pay.

Overhead Bean Bag Contest

Two captains are chosen, and they in turn choose sides. The two teams are lined up on each side of the room. A player from the right side begins the game. He stands with back to the target and tries to hit it with the bag thrown over his head with his left hand. The efforts of the players are ludicrous. Each player has five throws at the target and the players on each side take turns alternately. Each time a player hits the target it counts 100 points for his side. The side getting the highest score is the winner.

Nose Game

The nose game for men is very laughable, at least for the audience. The contestants are asked to kneel upon a sheet spread upon the floor, and push a cotton ball, with which each has been provided, across the sheet, using their noses for **propellers**. The one who does the trick in the shortest time wins the game and is given a new clay pipe to blow bubbles with.



Laughing Game

One person is blindfolded and stands in the center of the room with a stick in his hand. The players join hands and march around the central figure, who raps sharply on the floor with his stick. The players all stop marching at the signal. The central figure touches someone with his stick, saying, "I command you to laugh." The person touched by the stick must respond by laughing. If the central figure recognizes him by his laugh he calls him by name, and commands him to take his place. If he does not recognize him they march again and the central figure makes another attempt. He does this until he succeeds in recognizing someone, who then takes his place and they go on as before.

Kisses for Everyone

A dish of very chewy molasses kisses is passed about and each guest takes one. One at a time the guests are instructed to eat their kisses. As soon as each begins to eat he is asked to repeat the following lines:

"Do not look for wrong and evil,
You will find them if you do;
As you measure to your neighbor
He will measure back to you."

Of course in the midst of chewing and swallowing a molasses kiss words cannot be understood very well, and so the player is obliged to use gestures. The per-

son whose performance is declared to be the most moving is declared the winner of the contest.

Crossing the Delaware


"Crossing the Delaware" is a good stunt for a Washington's Birthday party. Each player has his ankles bound together and is told to "Cross the Delaware." This is done by jumping over a rug. Those who clear it need not pay a forfeit, but those who do not must sing a patriotic song, recite a poem or tell a Washington anecdote, imitate a bugle call or give a military salute. Those who do not try it are required to pay a forfeit—anything in the shape of an anecdote relating to Colonial days being very appropriate.

Untangling the Web

This is a novel way to begin the evening's activities. The web must, of course, be made before the guests arrive. After the guests arrive they are asked by the hostess to find their names which are fastened in a bunch, each one to the end of pretty colored twine which leads everywhere through the house, in forming the web.

When his or her name is found, the owner is asked to wind the twine into a ball and the more intricate the web with the twine wound around things and furniture and looped from room to room, first upstairs and then down again, the more interesting the game becomes with all the guests untangling the web at the same time. When the end of the twine is found it contains the name of the person who is to be partner of the finder for the evening's program.

After the web is all untangled and the twine neatly wound it is presented to the hostess and the finder seeks his partner. They line up in two teams and the hostess presents a bright badge to each one, the opposite sides having different colors.




Apple Stunt

Divide the company into two teams. The teams sit on opposite sides of the room facing each other. Six ordinary sized apples are placed in a row upon the floor, about six inches apart. These are picked up on a teaspoon and carried the length of the floor to the opposite end of the room and deposited in a basket, one at a time; then they are taken out and placed back upon the floor in the same order. Each side performs the stunt in turn, and the rule of the game is that no one shall touch the apple except with the teaspoon. The side which performs the feat in the shortest length of time wins the game.

The White Feather Game

This is played by the teams sitting in two lines about three feet apart facing each other. The one at the head on the right tosses a small, white, downy hen's feather into the air; the one next blows the feather across the space between the lines, and the player on the opposite side blows the feather back again. Each one tries to keep the feather in the air, blowing it back and forth. The rule of the game is that no one shall touch the feather with the hand after it is started on its journey. The one who fails to blow the feather across and keep it in the air pays a forfeit which is named by two judges appointed at the beginning of the game. If the feather floats away out of reach it is rescued and started again on its journey by the one who paid the last forfeit. The side which has the least forfeits to pay is the winning side.



The Bean Game

This is played as follows: Players seated on each side of the room, and twenty-four pea beans are placed in a heap on the floor at the head of the line. These are to be carried on the blade of a silver table knife,

four at a time, the length of the line and placed in a heap at the other end. The next player conveys the beans back to the other end, and so on, until the whole line has played, and then the other side performs the same stunt. The rule of the game is that no one shall touch the beans except with the knife. The side which performs this stunt in the shortest length of time is the winner.

Ferguson's Wives

This is a game in which a good memory and a lively imagination and originality count a good deal. Players sit on opposite sides of the room. The one at the head on the right begins something like this: "Ferguson was a much married man. He had a wife in Mexico who spent his money faster than he could earn it. That's all I know about Ferguson." Turns to next player. "You will have to go on with the story." Next player takes up the thread of the story and tells what the first one said and adds something to it. He then passes it on to the next player, and so on down the line, each player repeating what has been already said about Ferguson's wives and then adding a contribution of his own. This is a fun-producing game if comical anecdotes of Ferguson's wives are told, each side taking part until both sides have played. The rule of the game is to say "thank you" to the preceding player after the contribution has been given and the story passed on to the next player. Each time the rule is observed adds ten to the score, and every time it is forgotten adds nothing. After both sides have played begin at the right, at the head of the line again, with a new story of Ferguson's wives, and continue until the given score is reached. The side reaching this score first is the winner. The team winning the most points for the evening is declared the winner and should be given some little tokens as prizes by the hostess. Consolation prizes are also in order for the losing side.

Catching the Sack

This is played with a cloth sack about six inches square, loosely stuffed with bran. The cloth from which the sack is made should be of firm, thick cotton in order to hold the bran securely. The assembled guests choose two captains, who choose sides, calling the names alternately. A player stands in each corner of the room. The rest of the guests are seated around the room. The game is started by the player at the head on the right side tossing the bran sack to the next corner, and that one in turn throws it to the next corner, and so on around the room. An umpire keeps close watch of the game and marks the score. The rule of the game is that no one while playing shall step out of his tracks in order to catch the sack. If he fails to catch it and it falls to the floor he sits down and another, who belongs on his side, takes his place. When the sack falls to the floor it counts nothing for the side who failed to catch it. If it has been successfully tossed around the room three times without dropping, ten is counted on the score of both sides and the four players sit down and others take their places, and so on until the chosen score is reached. Any player failing to catch the bran sack pays a forfeit of some kind given him by the umpire of the game. Much merriment is caused by paying forfeits, and these should be as original as possible, such as making a two-minute speech on a given subject, singing a song, making up rhymes, doing fancy steps of a dance, dancing the Charlestown, etc.

Walking a Cedar Swamp

"Walking a Cedar Swamp" is a novel forfeit. The one paying the forfeit is to walk a cedar swamp with someone of the opposite sex. They take their places at opposite ends of the room, facing each other. The one paying the forfeit asks questions of the other. If the questions can be answered "yes" they advance a step toward each other. If the answer is "no" they retreat back a step. Funny, laughter-provoking ques-

tions add to the enjoyment of the occasion, and at length, when they meet after walking the whole length of the cedar swamp, the gentleman offers his arm to the lady and escorts her to a seat and thanks her for walking the cedar swamp with him.

Feeding Stray Pigs

Provide players with a dish of small candy. Each dish contains the same number of pieces and a large spoon, with directions to choose a partner.

The players are then blindfolded and each tries to feed the candy to his partner. The one feeding the candy to his partner first wins the game.

Going to Jerusalem

Arrange chairs in a row facing alternately back and front. The number of chairs should be one less than the number of players. Some one plays a march on the piano and all march around the chairs. When the music stops suddenly, everybody tries to find a seat. The one without a chair must leave the game. Another chair is then taken away and the game proceeds as before. Each time one is counted out of the game as a chair is removed and the game goes on. The one who gets the last chair is the winner. Any other music may be used if piano is not available.

Glass of Water Stunt

Each girl is given a small glass of water and a teaspoon. At a given signal she feeds her partner with water, holding the teaspoon in her left hand. The girl who finishes first is the winner of the contest.

Mary's Easter Hat

Two leaders are selected and sides chosen. The two teams are seated on opposite sides of the room. The leader of the right side begins the game by telling the story of "Mary's Easter Hat" something like this: "Mary had a new Easter hat. It was very pretty. She put it on and started for church on Easter morning, when a sudden wind——" The one who is telling the story nods to the opposite, who rises and goes on with it while the other sits down. The second player may resume the story, something like this: "Mary had a new Easter hat and she started for church, when a frolicsome pup——" The story teller nods to the one opposite, who continues the story and the other sits down. The rule of the game is that each one who tells the story must include the words "Mary had a new Easter hat" and must tell at least one thing that happened to the hat before he nods to the next player. Each player who conforms to the rules of the game wins ten points for his side. The one who forgets the rule of the game doesn't win any points and must pay a forfeit.

Catching the Butterfly

The players sit in a circle and a bright new tin plate, with the picture of a large, bright butterfly pasted on it, is spun by the one who starts the game. He calls someone's name among the circle of players.

The one who was called tries to catch the butterfly before the plate falls. The rule of the game is that the player called shall respond by calling out "Butterfly" as he leaves his seat. The person calling him out takes the seat vacated by him.

If the player called fails to catch the butterfly, or forgets to respond with the word "butterfly" he must pay a forfeit which is given him by someone who acts as judge for this game and is selected by the leader or host of the evening's program .

Nose and Toe Tag

Someone is chosen to be tagger. This person can tag anyone not in position and then the one tagged must take the place of tagger.

Each player must grab his nose with his left hand and the toe of his left shoe with his right hand. As soon as the tagger has passed by out of reach players may resume normal positions, but must be on guard all of the time. The rule of the game is that all tagging must be done with the left hand, and the tagger must say "Tag" when he tags anyone. If he forgets to say this he hasn't properly tagged anyone and must keep on until he does. Everyone tagged drops out of the game. Those who are left receive points toward a prize.

There is something ludicrous in seeing a room full of guests in nose and toe position, and this game always creates much laughter.

A Pickaninny Pickle

This is a splendid game with which to start the evening's fun as any number can play and newcomers may be added as they arrive. Divide the company into two equal groups. One side then goes into another room and the group that is left is allowed to make six changes, either in their appearance or in the room, such as: two of the players exchanging shoes so that each will be wearing one black and one brown shoe, someone wearing his necktie in the back or his hair parted on the opposite side of his head. Ladies may exchange scarfs, bouquets, glasses or anything that will alter their appearance. Objects in the room may also be changed. When the absent group is recalled the members are given three minutes to name the six changes that have taken place and they are allowed to take one player from the opposite side for every change they guess correctly. The other group then leaves the room and the exchanging continues until at the end of the allotted time that side wins which has the most members.

Doodle-Bug Race

This will provide plenty of amusement for both spectators and contestants. There should be at least four couples entered in each race and as many races may be staged as desired. Four ladies are chosen as the principal entrants and each lady chooses a partner from among the gentlemen. Strings are stretched tightly across both ends of the course. At the start of the race each couple clasps hands and all stand just touching the starting line and facing it, as this race is to be run backward. At the signal to "go" they all start moving backward as slowly as they can go and still keep moving. The judges must see that each contestant keeps one foot moving backward all the time, as to stand still for even a second eliminates one from the race. The couple which is last in reaching the finishing goal line wins the race. As it is not easy to keep one's balance when going so slowly and every step must be taken backward, as any motion toward the side or front is not permitted according to rules, this is an exceedingly funny race.

Steady Hands Contest

Four or five rows of potatoes about the size of a large hen's egg are laid in parallel rows about three feet apart. The six potatoes in each row should be three or four feet apart. A basket about four feet from the first potato is placed at the end of each row.

One person is assigned to each row and he takes his place beside his basket. A tablespoon is given each contestant. When the signal is given by the manager each contestant dashes for the first potato nearest the basket and after getting the potato on the spoon without the aid of his free hand or feet, carries it to the basket and drops it in the same and hurries to bring the next to the basket, and so on until the six potatoes have been picked up with the spoon and carried to and dropped into the basket. The party who first gets his six potatoes in his basket is considered the winner.

One rule in this contest must be faithfully observed to make it a fair one to all and to make it highly interesting, is that only the spoon is to be used in loading the potato and in carrying it to the basket.

As many rows of potatoes as desired to accommodate the number who wish to enter the contest may be laid.

Watermelon Roll

Draw as many straight chalk lines across the room as there are to be contestants. A large watermelon is placed on each line at the starting goal, each contestant is handed a cane or light bamboo pole and the one who can roll his melon the length of the course in the shortest time without letting it leave the chalk line or touching it with anything but his cane, wins the prize.

Freeing the Slaves

This game is played a little like the old game of "Wink 'um" but is quite different in many respects. In this the ladies are the slave owners and the gentlemen are the slaves. The ladies each stand behind a chair and a gentleman is seated in each lady's chair, except one. Instead of just the one lady who has the vacant chair doing the winking, each lady is privileged to wink at any slave she wishes. If he can slip out of his chair and touch the hand of his new owner before his old owner succeeds in touching him, then he is free from the original owner. As each owner must try to retain all the slaves she has already by touching them before they can get away if someone else winks at them, she has her hands so full trying to keep her old slaves and also gain new ones that the game becomes very exciting and hilarious. The owner who has the most slaves when the bell is rung is winner. This game may be played in groups if a very large crowd is present and may be played over and over again as each time there is likely to be a different winner.

I Hear Your Ship Is Sailing

The players, any number, should be seated in a circle. The leader tosses a cotton ball to any one of the players with the remark, "I hear your ship is going a sailing." The other answers, "Oh, yes, sir; it sails today." The leader asks, "And whither is it bound?" The other replies, "To Africa to buy axes." The ball is then tossed, either by the leader or the last player, to another player, with the same questions as before. The answer to the second question, however, must begin with B, as, "To Boston to buy beans." Each player takes the next letter of the alphabet following the one just given. If anyone fails to give a suitable answer in a stated time he or she must pay a forfeit.

Following are a few suggestive answers:

To Calcutta to buy cocoanuts.

To Donegal to buy donkeys.

To England to buy elephants.

To Finland to buy fish.

To Greece to buy grapes.

To Havre to buy hoop skirts.

To Italy to buy ink.

To Jacksonville to buy jokes.

To Kentucky to buy kangaroos.

To London to buy lace.

The more ridiculous the answers the merrier the game.

Odd or Even

Number the guests "one, two, three," etc., in turn. The odd numbers stand together in a line with arms outstretched, finger-tips touching, facing the even numbers, who stand in the same way. The lines are measured and the longest line is declared the winner of the contest.

At the Doctor's

One player is chosen for the Doctor. Others are the patients. The first patient comes to the doctor's office and raps. The conversation then proceeds as follows:

DOCTOR. Come in.

PATIENT. Oh, doctor, I'm awful sick.

DOCTOR. What are your symptoms (*or where are you sick*)?

PATIENT. My knee aches terribly.

DOCTOR (*feeling pulse*). Young lady (or gentleman), you've got the rheumatism. Go home and put a plaster on your knee. Don't take it off, whatever happens.

The patient then goes to the opposite side of the room and sits down with hand on knee. The next patient may say, "I have such an ear-ache." The doctor gives the same instructions as before, and which he gives to all patients, only with a different disease. The next patient might have a pain in the great toe (gout); another, the headache (nervous prostration); others have trouble with the chin (lockjaw); finger (felon); stomach (indigestion); lung (pleurisy); back (lumbago), etc.

If anyone removes the hand from the affected part before the doctor announces that he or she is well, that person must pay a forfeit. As soon as the patients have all been treated the doctor may call to see how the patients are getting along. He may ask to feel the pulse, look at the tongue or anything to detract their attention and cause them to remove hands. Finally, when the round is made he pronounces them all well. Forfeits may then be paid.

Clues

One player, whom we will call John Jones, is asked to leave the room and the other players select some one of their number who is supposed to be John's host or hostess. The doorkeeper calls to him, saying, "Come in, there's someone here wants to see you." When he enters he may ask a question of any one in the room, as for instance, "Is it a man or a woman?" That person may say, "I can't tell you but I'll give you a clue." John says, "All right, what is it?" The other says, "The person who wants to see you is very good looking." John may then ask someone else the same question or another one. The other person answers in a similar way, "I can't tell you, but I'll give you a clue." When John asks for the clue he is told that the person has brown hair (*give right color*). He may ask questions of the others and thus get various clues until he is ready to guess the person's name. If he fails to guess it correctly he must either go out again or pay a forfeit. If he guesses it, then that person must go out next and the game proceeds as before.

Noah's Ark

The one beginning the game says: "When Noah went into the ark he took two animals called antelopes" (or other animals beginning with A), and then calls quickly the name of another player. The second player repeats, "When Noah went into the ark he took two animals called bears" (or one beginning with B). The next player must repeat the same sentence, giving name of animal beginning with C. This continues in similar way, each one using the next letter of the alphabet and then naming another player. The following letters may be skipped if desired: I, K, Q, U, V, X. Those failing to give the name of an animal in a specified time may be required to pay a forfeit. When any player fails to respond, the last player calls upon another one.

Nickels and Dimes

Divide the players into two double rows or teams, the players in each single row facing each other. There should be a starter at each end of each double row. At a given signal the starter hands a nickel to the first player on his right. The nickel is to be handed from one player to the next until it reaches the opposite end of the row and is then passed back on the other side. At the same time that the nickel begins its journey the starter at the other end hands a dime to the first player on his right. This also passes down one side and back on the other.

As soon as the nickel reaches the original starter he holds it up for the scorekeeper to see. In the same way the opposite starter holds up the dime. The team getting the nickel back first wins five scores. The one getting the dime back first wins ten scores. One team might capture the whole fifteen scores or one might get five and the other ten scores on the first round. The coins are to be passed three times in this way and the team getting the most scores wins the game.

Alliterative Twisters

The following may be written on slips of paper and passed around, or the hostess may read aloud and the guests asked to repeat the same as fast as possible.

1. Betty Burns broke Buster Brown's best ball bat.
2. Sally Slocum sent Sammy Slivers several small spoons.
3. Pretty poppies please particular people.
4. Fifty fleshy Frenchmen found forty funny frogs.
5. Twenty trusty tigers tried to trip on tip-toe.
6. Darling Dora drove a donkey down Danbury Drive.

Solemn Occasion

All players stand in a circle with handkerchiefs laid loosely on the top of the heads. One man remarks to a lady, "Sister Jones, this is a very solemn occasion," whereupon all bow their heads and say "Um-m-m," very solemnly. If anyone laughs he or she must sit down. The lady then repeats the same thing to a gentleman as, "Brother Johnson, this is a very solemn occasion." All repeat "Um-m-m." The fun lies in the attempt to keep the faces solemn at all times. The game continues until all are forced to sit down.

Cross Questions and Crooked Answers

Arrange the men in one row and the girls in another directly opposite. Choose a leader for the men and one for the women. The leader of the men whispers to each one in his row a different question. The leader of the girls whispers an answer to each one on her side. The funnier these questions and answers are the better. For instance, the first man asks the girl opposite him, "Do you like sauerkraut?" She may answer, "I expect to have company next week." The question is repeated three times and each time the same answer given. The object is to try to get one or the other to laugh. Whoever laughs must drop out of the game. The side with the greater number left standing after all the questions have been asked and answered wins the game.

Following are a few illustrations to show how it works out:

QUESTION. Did you ever see a donkey with goggles on?

ANSWER. He came to see me last night.

QUES. How many proposals have you had?

ANS. The last I heard he was in Africa.

QUES. Are you going to the show tomorrow night

ANS. No, because he's got freckles on his nose.

Stealin' Chickens

Select eight or ten men and women (if the crowd is a large one). Those selected should be some of the jolliest and best natured and only those who can appreciate a joke on themselves. With chalk or strings mark out a straight course down the center of the room. Along this course, at intervals, place two dozen or more of the little yellow chickens to be found on display at all the stores at Easter time. Show the contestants where the chickens have been placed, let each of them make the trip down the course to see just where the chickens may be most easily reached and how many steps from one to another, etc. Take the contestants from the room after telling them that they are to be blindfolded and then returned to the course and the one who succeeds in "stealin'" the most chickens in one minute will be proclaimed winner.

While the contestants are out of the room the chickens are all removed from the course. One at a time the contestants are blindfolded and brought back to see how good they are at "stealin'." Of course none of them succeed in getting any chickens but their frantic efforts to find some in the allotted time and their looks of surprise when the blindfolds are removed and they realize the situation, are a delight to the spectators and the contestants feel fully repaid for their efforts by the fun they have in watching the fruitless attempts of the other contestants. Small awards of licorice sticks or lollipops on sticks, with faces of pickininnies drawn on the paper covering of the sweets should be given each of the contestants as a reward for their efforts.

Picture Contest

Provide each contestant with paper and pencil. Hang ten large portraits on the wall or on an easel and then remove them one at a time, allowing one or two minutes for the contestants to think of the name and to write it on the paper. Each one should be

numbered to correspond with the portrait. The one or ones who get the answers perfect or most nearly perfect may receive a prize. The portraits may include presidents, authors, movie stars, cartoons, local characters, or any others whose features have become familiar in magazines and books.

A Clever Idea

Seat the crowd and have one person leave the room until some object is decided upon. Then the person returns and someone says: "I have a clever idea."

The one who has just returned says, "What's it like?"

"It's like you."

"How so?"

(Suppose the object chosen is a hanging light.)

"It's always hanging around."

Someone else says: "I, too, have a clever idea."

"What's it like?"

"It's like you."

"How so "

"It's a bright one."

Another says: "I have a clever idea. It's like you because it's expensive."

When several have given information about the object, then the girl guesses it. If she does not guess she must leave the room again and another object is chosen. If she does guess, another leaves the room. If a book-case is decided upon it will be "like you because it is full of information."

Animal Contest

Prepare a numbered list of common animals and have someone give the calls of these animals in the order named. This may be done behind a screen or directly before the guests. As the calls are given each one writes down the name of the animal. These may include the following:

Dog—Bow, wow.

Cat—Meow.

Pig—Wee, wee.

Hog—Ugh, ugh.

Cow—Moo, moo.

Duck—Quack, quack.

Sheep—Baa, baa.

Hen—Cut cut ca dah cut.

Donkey—Hee, haw!

Rooster—Cock a doodle doo.

Setting Hen—Cluck, cluck.

Crow—Caw, caw.

Boots Without Shoes

The players who take part in this stunt must not know anything about the nature of it. They are kept in a room by themselves and are brought into the test-room by a director, one at a time, where the other guests are assembled.

The leader instructs each guest as follows: "You must do as I do and say what I tell you to say." The leader sits in the center of the room and the guest or contestant sits on a chair facing the leader. Then with some violent or amusing gesture or act the leader says to his victim, "My friend, please say, 'Boots without

shoes.'” This command and its response are put over with different comical gestures and grimaces until the director and the guests are convinced that the party will not or cannot tumble to the catch, when he is dismissed and another candidate is brought in.

The answer or response to the command should be “Boots” only, but invariably the response will be, “Boots without shoes” as the candidate keeps uppermost in his mind that he is to do and say what he or she is told to do and say, not noticing that the command is to say, “BOOTS” (*without shoes.*)

Other phrases may be used such as, “Socks without heels”, “Purses without gold”, “Girls without gentlemen friends”, and others equally appropriate.

Do You Know Mag?

The hostess reads the following questions and guests write the answers or words which correspond to them.

1. What Mag is very attractive? (Magnetic or Magnet.)
2. What Mag does wonderful things? (Magician.)
3. What Mag lives in filth? (Maggot.)
4. What Mag usually makes us monthly visits? (Magazine.)
5. What Mag is very grand? (Magnificent.)
6. What Mag makes things appear larger than they are, (Magnify.)
7. What Mag is very high-minded? (Magnanimous.)
8. What Mag has a great deal of power? (Magistrate.)
9. What Mag is of a dark red color? (Magenta.)
10. What Mag is very sweet? (Magnolia.)

Acting Proverbs

The guests should be formed into groups. Each group selects some familiar proverb and acts it out before the party. The other guests endeavor to guess the proverb. The judges, if awards or prizes be given, should select the winner of first prize according to the best acting and most interesting presentation.

Here are some of the proverbs most generally acted out:

"A stitch in time saves nine." (Someone sewing the seat of a pair of trousers.)

"A new broom sweeps clean." (Someone sweeping with a new broom.)

"Every shoe fits not every foot." (One or more persons trying on shoes either too large or too small.)

"There's many a slip 'twixt the cup and the lip." (One or more persons start to drink and cup slips from hand.)

"Better a half loaf than no bread." (One person has a loaf of bread; a second person begs of the other and is given a half loaf, whereupon he or she appears pleased.)

In a similar way act out:

"A fool and his money are soon parted."

"Two heads are better than one."

"Barking dogs never bite."

"Birds of a feather flock together."

"As you sow so shall you reap."

"Better an old man's darling than a young man's slave."

Who's Your Aunty?

Provide each of the guests with paper and pencil. The hostess then reads the following question and the players write down the words which they think are referred to. Prize for the best list if desired.

1. What aunty lived before the flood? (Antediluvian.)

2. What aunty always comes before noon? (Ante-meridian.)

3. What aunty has horns on her head? (Antelope.)

4. What aunty is always ahead of time? (Antecedent or antedate.)

5. What aunty doesn't believe in the New Testament? (Anti-Christian.)

6. What aunty dislikes poisons? (Antidote.)

7. What aunty loves antiques? (Antiquarian.)

8. What aunty hates bacteria and microbes? (Antiseptic.)

9. What aunty doesn't like slavery? (Anti-slavery.)

10. What aunty is a foe to diphtheria? (Antitoxin.)

The "Cutest" Contest

Each guest who attends the party is requested to bring his or her baby picture.

These pictures are placed in various parts of the room in which the contest is conducted. A card with a number is put by each picture and on it is the notice, "Hands off", as the pictures are not to be handled.

After the pictures have been carefully and attractively arranged in the room, each with its correct number card, the guests supplied with writing paper and pencils are admitted to view the works of art and beauty and to write opposite the number of each picture the name of the guest whose picture he or she thinks it is.

A certain length of time is allowed to complete the list of names.

At the bottom of the slip of paper given each guest is the question, "Which baby picture do you think is the CUTEST?" The baby picture receiving the highest number of votes will be announced the winner, and the guest whose baby picture wins will receive the grand prize. The guest who guesses correctly the highest number of pictures will be winner of first prize. Other prizes at the discretion of those in charge may be given, also.

Dissected Songs

A number of familiar printed songs sufficient to supply the guests are cut up into odd pieces with not less than four pieces to each song, so the four voices may be used in singing each song.

These pieces are put into a basket or dish and mixed up. The guests, at the order of the director, draw out the sections of the songs, each guest being allowed one section or part. These pieces are to be matched by the guests and proper time is to be given to do this.

When all the songs have been correctly matched and the various groups are respectively assembled, the choir master or musical director with oodles of authority and in the most amusing styles possible calls upon each group to render the selection which it holds. While each group sings its selection with great gusto, the director beats time and goes through all kinds of antics.

After each group has sung its selection the choir master requests all to form a circle about him. When this is completed he orders all at the same time to sing their respective songs. This is to be the second part of the contest and concludes the same.

The judges at first decide which group sang its song with the best and funniest effects and in the most amusing manner. In the second contest the judges declare that group winner which yelled the loudest and kept the tune best. This contest is very amusing and affords much fun.

Howdy, Bill

The hostess may say, "I am going to tell you of a whole family of Bills—ten of them—and I want you to write down the correct name of each one. Here is paper and pencil. Now everybody listen.

1. The first Bill tells of coming events. (Bill-board.)
2. The second one has the stomachache. (Bilious.)
3. The third one is full of love. (Billet-doux.)
4. The fourth one loves to play. (Billiards.)
5. The fifth one is very wealthy. (Billionaire.)
6. The sixth one lives on the ocean. (Billow.)
7. The seventh one is always butting in. (Billy goat.)
8. The eighth one is fond of figures. (Bill-book.)
9. The ninth one helps preserve peace. (Billy.)
10. The last one is always sticking around. (Bill-poster.)

Left-Handed People

The players should stand in two rows about three feet apart and facing each other. In the pan are a dozen clothes pins. On another chair at the foot of each line is another tin pan placed to receive the clothes pins as they are passed along the line from left hand to left hand.

The guest at the head of each line grasps the left wrist of the person standing next, with his right hand, and so does each guest. This arrangement allows only the left hands free to handle the pins as they are passed from one guest to the next, with the exception of the guest at the foot of each line, his right hand being free to throw or toss the pin into the pan.

At a signal of the conductor, each leader grabs a clothes pin with his left hand and, pulling the left hand of the person next to him over to him, places the pin in it and so each pin is passed from the left hand of each guest to the left hand of the person standing next. Dropped pins are not allowed to be picked up and the line of hands and wrists must not be broken. The point or aim of the contest is to see which line can transfer the most pins from one pan to the other in the shortest time.

Hasty Honeymoons

The persons having charge of this stunt or play should previously hunt through old clothes presses and wardrobes for old-fashioned dresses and coats and all kinds of masquerade suits and have abundance of odd and striking material on hand from which to make choice selections for the brides and the bridegrooms. Four pieces of outer clothing should be selected for each person.

The material may include dresses, waists, jackets, collars, jewelry, bonnets, hats, gloves and even spectacles for the bride; and for the bridegroom it may in-

clude pants, overalls, jackets, vests, coats, hats, caps, collars, neckties, mittens, mufflers, handkerchiefs, and spectacles.

Eight pieces of clothing mentioned—four for each person—are to be packed in a suitcase. There are to be as many suitcases as there are couples. The suitcases are strapped shut and with each is an old umbrella. The cases are piled up in a corner of the room where the stunt is to be pulled off. In the opposite corner of the room sit the couples of newly-weds.

At a signal of the manager or possibly at the blowing of a police whistle, these newly-weds dash across the room, grab the suitcases, dress as hastily as possible, strap shut the suitcases when dressed, raise the umbrellas and hurry back to the chairs in the opposite corner. The couple that dresses and gets back to their chairs first is considered the winner. After all have dressed and have returned to their chairs, and after the merriment has subsided, the manager orders the couples to form in line for the wedding march; and, to appropriate music, such as "Here Comes the Bride", a big parade around the room is put on with all kinds of antics and funny cut-ups, each couple carrying its suitcase and raised umbrella. The manager blows his whistle again and all may join in the dance.

"That Reminds Me"

(A Stunt for a Banquet)

The hostess must prepare *before* her dinner or banquet a collection of pictures, cut from magazines. Place one picture or more in a sealed envelope for each guest. These envelopes are not to be opened until the last course is finished. At that time the hostess explains that every person must tell a joke or story, called to memory by the picture. This is a very successful stunt and one joke calls for another, until the evening passes quickly and with much enjoyment.

Nursery Party

A very enjoyable and entertaining party can be put on by requiring the guests to come dressed to represent some well-known character pictured in our nursery rhymes, such as "Old Mother Hubbard", "Old Woman Who Lived in a Shoe", "Little Bo-Peep", "Daffy-Down-Dilly", "Little Boy Blue", "Mary, Mary, Quite Contrary", "Jack Be Nimble", "Little Jack Horner", "Little Miss Muffet", "Jack and Jill", "The Grumbling Old Woman", "Simple Simon", "Little Tom Tucker", "Old King Cole", and others.

A list of the costumed guests with correct names should be furnished the guests, who are requested to write opposite each name the title of the character represented by that guest. The person having the largest list of correct titles will be regarded as prize winner.

Other prizes should be given to those who have best dressed to represent the character; another prize for the best actor.

The Freak Show

A freak show is very entertaining and amusing. To make this exciting there should be a ticket seller and a crier such as are found outside the tents. These parties should be good talkers and should be allowed to declare without limit the wonders which are on exhibition.

The tickets, too, could be amusing in their make-up and if a lunch be served after the party these could be taken up as admission to the dinner. Any valueless articles may be given as pay for the ticket. These can be reclaimed after the show.

The following characters should be included on the list of exhibits: "World's Most Beautiful Woman", "The Oldest Maid Made in U. S. A.", "The Handsomest Bachelor That Never Lived", "The Harmless Cannonball", "The Modern Hercules", "The Twin Beauties",

"Miss America", "The Lifeless Skeleton", "The Bearded Lady", "The Fat Lady", "A Wild Man From Texas", "Sockless Pedestrians" and many others which could be worked out with local coloring.

As a suggestion for the "Most Beautiful Woman in the World", she should be some handsome young man with plenty of make-up.

"The Oldest Maid" may also be a man with corkscrew curls, etc.; "The Fat Woman" may be a man stuffed with pillows; "The Bearded Lady", of course, has a false beard; etc.

The more surprising the make-up or the character of the freak, the more enjoyable and amusing will be the show.

Finnigins and Flannagans

A little green paper-mache pig stands in the center of a paper path marked off in equal divisions on either side of the center one on which he stands. This path reaches from one side of a table to the other, or may be stretched out on the floor. At one end is the Finnigan pen and at the other that of the Flannagans, the players being divided into these two families.

The Finnigins stand at one end of the path, the Flannagans at the other, each determined to get the pig. A leader asks conundrums (chiefly Irish ones) and whoever guesses the answer calls out "Piggy! Piggy!" and if a Finnigin, the pig is moved one division toward the Finnigin pen; if a Flannagan, he goes the other direction. If both sides give a call at once and both answers are right, a new conundrum must be asked. A wrong answer moves the pig one step away from the side answering.

When the pig is finally penned by one of the contesting parties he is found to contain green candies, which are divided among the winners.

Conundrums

What is Pat called when he loves his country?
(Patriotic.)

What Pat is used by Irish policemen? (Patrol.)

What Irish city makes one think of a bottle?
(Cork.)

What Irish city sounds like two? Dublin.)

What Irish city is like a coat? (Ulster.)

What sort of "green" blows better than it works?
(Greenhorn.)

What Irish animal is popular at ball games, and why? (The pig, because he is a "rooter.")

What place in Ireland is like a swift ringer?
(Belfast.)

What famous cats have murderous names? (Kilkenny cats.)

What place in Ireland has the same name as a popular rhyme? (Limerick.)

What green articles do we like to have but are always getting rid of? (Greenbacks.)

What fruit is ripe when it is green? (Greengage plums.)

What American poet had two names that suggest the Irish? (John (Green)leaf Whittier (wittier).)

What rock is not a rock? (Shamrock.)

What cup is like an Irishman's face? (Mug.)

When does an Irishman have four hands? (When he doubles his fists.)

What land is always angry? (Ire-land.)

When is Ireland like an infant? (When it is up in arms.)

What Irish vegetable has eyes but cannot see? (Potato.)

What food is it that an Irish cook is sure to need (knead)? (Bread.)

What kind of tea followed an Irish joke? (Hilarity.)

When is Pat very sad? (When he is pathetic.)

Mental Tests

The hostess may announce the fact that she has invited the famous psychologists and mental experts—Prof. B. A. Puddinghead and Prof. Ura Duncce—to give a few mental tests in order to determine the intelligence of her guests. She ushers them in from an adjoining room and introduces them by saying, "Ladies and gentlemen, here are the Professors." The "famous professors" should be the biggest clowns in the community.

Prof. Ura Duncce states that the tests will be made according to the famous Simple Simon system and those who cannot answer at least half the questions satisfactorily shall be considered defectives and should be sent to an institution for the feeble-minded.

The answers are written on paper and numbered. When completed they are passed to the experts, who take them into another room for examination. The results are then read to the guests, causing no end of fun.

Test No. 1

1. What is the difference between a grass widow and a widow that has never been out to grass?

2. How many more glasses of ice cream soda will your stomach hold before dinner than it will just after dinner? (This is merely to test your idea of space.)

3. What effect do extremes of temperature have upon a young man or young lady in love?

4. How much longer is an hour just before quitting time than the one just after beginning work?

5. Who has the bigger appetite—an old maid or an old bachelor?

6. What would be the advantage of having a nose two inches longer?

7. Name the absurdity in the following sentence: "A man, who has owed me five dollars for ten years, broke his leg while coming to pay me"?

8. Rearrange the following words to make sense (or nonsense): No like an there's fool fool old.

9. What is the similarity about the following: A cake of ice, a greased pig, and a banana peeling?

10. Spell a cat's sneeze.

Test No. 2

1. John Jones is twenty years old and his "steady" is two years younger. If they are married and live together happily for twenty years how much older will he be than she at that time?

2. Who is the friend of Augustus Mutt?
3. What relation was "Huckleberry Finn to Hamlet's Ghost?
4. Use the word "phthisic" in a sentence.
5. Name a movie star who has never had a divorce.
6. Name a similarity common to each of the following: An up-to-date flapper, a one-horned rhinoceros, and a hop toad.
7. If there were five states less than there are now and all the remaining states were as large as Texas, how many would there be?
8. Why do small boys sometimes scratch their backs?
9. What is the difference between a hypocrite and a common, everyday liar?
10. Should a man's wife get a divorce from him because he kisses the cook?

* * *

In the above tests the ones giving the most ridiculous answers are adjudged the most intelligent. The others are defectives.

If desired, some of the answers may be read aloud.

Unfinished Quotations

The following quotations may be written on a blackboard, hectographed on paper with blank spaces, or they may be read, using the word "blank" for the missing words. The guests are asked to fill in the correct word, after which the correct words are given and papers rated.

1. A bird in the hand is worth.....in the bush.
2. A cat may look at a.....
3. A.....man will catch at a straw.
4.to bed and.....to rise,
Makes a man....., wealthy, and.....
5. Never leave that until.....which you can
do.....
6. A fool and his.....are soon parted.
7. Vessels large may venture more,
But little.....should keep near.....
8. As the.....is bent, the tree is inclined.
9. A tree is known by its.....
10. Beggars have no right to be.....
11. Better late than.....
12. Children should be.....and not heard.
13. Delays are.....
14. Dead men tell no.....
15. Don't buy a pig in a.....
16. Everybody's business is.....business.
17. Example is better than.....

18. A good.....is better than riches.
19. Better to be alone than in bad.....
20. Give the devil his.....
21. He has fallen out of the.....pan into the
.....
22. Live and let.....
23. Murder will.....
24. Never too old to.....
25. The proof of the.....is in the eating.
26. When the.....is away the.....will
play.
27. Do not cry over spilt.....
28. What cannot be cured must be.....
29. Kind.....never die.
30. Haste makes.....
31. A rolling stone gathers no.....
32. Those who live in.....houses should not
throw.....
33. It takes two to make a.....
34. Honesty is the best.....
35. It is an.....wind that blows nobody
.....

Questionnaire

For Men

If desired, these questions may be written on slips of paper and at the beginning of the party, as soon as partners have been chosen, the couples are each given one of the slips with the request to converse upon the topic for three minutes.

1. When you put on your trousers which leg do you put on first?

2. When you take off your shoes which one do you take off first?

3. Can you sew on a button?

4. When you cannot find your collar button what do you do?

5. Who do you think is the greatest woman in the world?

6. Do you take after your father or your mother?

7. Name three of your best qualities; three of your poorest qualities.

8. Mention three advantages the single man has over the married man.

9. Mention three advantages which the married man has over the single man.

10. Do you think man superior to woman? If so, in what respects?

11. What are the most important duties of the man in the home?

12. What are the most important duties of the woman in the home?

13. If a poor young man marries a rich young lady who should be boss in their home?

14. Do you laugh loudest at your own jokes or at your neighbor's jokes?

15. To what extent do you believe in being neighborly

16. If your neighbor's chickens scratch out your onions what do you most generally do?

17. What do you do with your coat when you take it off?

18. At what age do you think kissing your wife should be abolished?

19. If you snore what right have you to disturb the sleep of anyone else?

20. Do you think the wife has anything to do with your business deals?

Questionnaire

For Women

1. Has a woman the right to think herself beautiful?

2. By what means should a woman try to win a man's love and respect?

3. What do you think is woman's greatest charm?

4. If a brave, talkative woman marries a timid, backward man, has she any right to boss his business?

5. To what extent do you think a woman has the right to take a man's place in business?

6. What rights has a husband in the kitchen?

7. In what way do you think yourself superior to your husband? Inferior to him?

8. If a tall woman marries a short man, should she look down on him?

9. If a fat man marries a lean woman, should he lean upon her for support in times of trouble?

10. Do you think all the angels on earth are females?

11. Should a wife cook to suit herself or to please her husband?

12. Do you think a husband, under any circumstances, should do the cooking?

13. How do you greet your husband when he comes home unexpectedly with company?

14. Do you think a woman should have a separate bank account from that of her husband?

15. What do you do with your last year's clothes?

A Fake Concert

For this affair use toy musical instruments, including drums, French harps, jews-harps, violins, ukuleles, horns, zobos, etc. Combs and tissue paper may also be used. Prepare a program beforehand and as soon as the guests arrive give each one an instrument of some sort and a program. Arrange chairs as they would be if seating an audience. As the performers' names are called they step to front and render their numbers, after which they become a part of the audience again. The program may be as follows:

1. Comb Concert, by the Misses Brown (*local names*).
2. Selections, by "Susie's Band" (*All*).
3. Sheet Music (*boys snoring behind a sheet*).
4. Mixed Quartet (*any old-time song sung out of tune*).
5. Violin Solo, by.....
6. Male Quartet, with drum accompaniment.
7. Orchestra (*all*).
8. Duet—Uke and Mandolin, by.....and.....
9. Finale—Real music and singing by all.

Conundrums and Riddles

What is it that doubles every time you put it in your pocket, and when you take it out you find it increases?

Answer. A bank note, because when you put it in your pocket you double it, and when you take it out you find it in creases.

Why is a church bell industrious and obedient?

Answer. Because it peals when it is tolled.

When does it take two letters of the alphabet to make one?

Answer. When U (you) and I are one.

Why is the eyelid like a schoolmaster whipping a boy?

Answer. Because it has a pupil under the lash.

What is the difference between a young lady and the sum of money you pay to send a package through the mail?

Answer. One is a fe-male, and the other a mail-fee.

What is it that flies through the air, with six legs?

Answer. Three crows.

Why are two old maids, wanting to get married, like a fishing smack with insufficient crew?

Answer. Both are wanting men.

Why do black sheep eat less than white ones?

Answer. Because there are not so many.

What city reminds one of a surgical operation?

Answer. Lansing, Mich.

What city reminds one of Saturday night?

Answer. Bath, Me.

Judging

The place is now turned into a court room.

Enter the high and mighty "Judge", who takes his seat on the "bench." He looks around very haughtily and then raps on table.

JUDGE. Order in the court room! Court is now about to open for the purpose of pronouncing sentence on those persons who have been adjudged guilty. Sheriff, bring in the culprits.

SHERIFF. Yes, your Honor, here they are.

JUDGE. Have you anything to say why sentence should not be pronounced upon you?

OTHERS. No! Yes! I don't know! etc.

JUDGE. Then we will proceed.

SHERIFF. The first one on the docket is John Doe. (*Give name of one of the guests.*)

JUDGE. John Doe, it is my painful duty to sentence you to rock a rag doll to sleep.

Other offenders are brought forward by the Sheriff and the Judge pronounces sentence upon them. Other forfeits are as follows:

1. Act the part of a deaf-mute for two minutes.
2. Powder the face with powder puff (gentleman).
3. Kiss some comic picture cut from a paper.
4. Propose to a young lady (gentleman).
5. Sew a patch on a pair of trousers.
6. Feed a cracker to a young man (lady).
7. Imitate a rooster by crowing and flapping "wings."

8. Dance a jig.
9. Recite a Mother Goose rhyme in a very dramatic style.
10. Ride a kiddie car around the room.
11. To say something very sweet or very nonsensical to one of the opposite sex.
12. Stand in a corner with dunce cap on (two minutes).



